

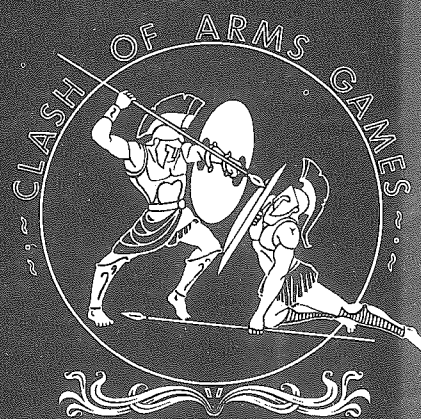
The Art of War Annual

The Clash of Arms Games Magazine



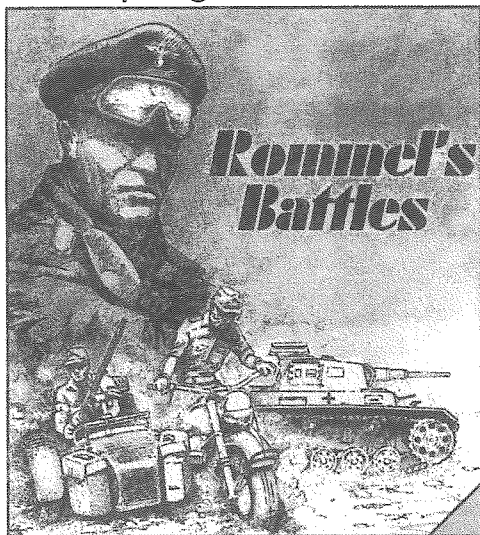
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NO MATTER WHAT THE SEASON DEUTSCHLAND IS MARCHING ... AND CLASH OF ARMS GAMES IS THERE!

Spring 1941



Rommel's Battles

Rommel! The name conjures a picture of rolling Panzer columns in the desert, led by a determined figure in a command half-track. Trace the adventures of Rommel's commands with this new scenario book **Rommel's Battles** for our **Clash of Armor** system.

Rommel's Battles contains six scenarios covering Erwin Rommel's entire combat span in World War 2. Players are presented with a wide scope of choices, showcasing the major actions in his career, with the scenarios fully illustrating the key features of Rommel's experiences. The scenarios are balanced and varied, covering attacks, defense, counterattacks and meeting engagements.

Each scenario has a detailed full page map and order of battle. All combat charts and vehicle data are presented in table form to further aid the players. At the end of the book is a list of miniatures required to play each scenario.

Cross the Meuse with the 7th Panzer Division in his first major engagement in WWII. Fight against the invulnerable British Matilda tanks at Arras. Who can out maneuver Rommel, the "Desert Fox" himself, in North Africa? There are three scenarios in which to try. Finally, return to France in 1944 for his final effort, a relentless battle of attrition (*materialschlacht*) that taxed his genius to the utmost. All for only \$19.95

Summer 1914

Home Before the Leaves Fall is a simulation of the opening of World War One in Western Europe from August to November, 1914. David Bolt, designer of **The Cossacks are Coming!**, returns to gaming with his new opus using the same system. Two maps (at five miles to the hex), along with dozens of charts and tables provide a level of detail not seen in most wargames. With eleven scenarios covering every aspect of the campaign during the first four months of conflict, **Home Before the Leaves Fall** is the most comprehensive wargame ever published on WWI.

Home Before the Leaves Fall features a whopping (over 2,000) counter mix with full-color period national battle flags combined with an incredible level of unit detail. Every unit that was there, from Germany's Zeppelin fleet to the taxis of Paris, from German motorized infantry battalions to the English naval armored car squadron, all are included. The OB detail is amazing with every brigade and regimental unit for the entire West Front—from Switzerland to the English Channel.

If you've played **The Cossacks are Coming!** in the past 10 years, you'll want to experience the magnitude, with the same unit values and scale, of this enormous clash in Western Europe. If you are someone who is interested in WWI, this game is a must for your collection. And it's ideal for team play as well. All for just \$95.00.



HOME BEFORE THE LEAVES FALL

Fall 1806



Jena

Jena! The name we give to one of the truly decisive campaigns in history; whereby the sons of the French Revolution under the command of their emperor Napoleon Ier, meet and utterly destroy the heirs of Frederick the Great.

Five scenarios span the opening engagement of Saalfeld through the French victories of Jena and Auerstaedt. **The Campaign Game** opens with the French corps exiting the mountains of Franconia and Thuringia in a drive on Leipzig, hoping to knock the Saxons out of the opposing alliance. Their cavalry probes ahead. They have no idea where the Prussians are, or their Russian allies. At the same moment Brunswick, victor of Minden (a half century earlier), directs three Prussian armies in a drive across the supposed French line of communications. As flank guards skirmish, the veil is lifted. Both sides find their armies abreast one another heading in the opposite directions! It is a race to see which army can adapt to the new circumstance quickest. Napoleon has the edge, and it is what separates warfare of the 18th and 19th centuries from one another ... La Batallion Carre.

Like its predecessor, **L'Armee du Nord**, players can come to full grip with the game in less than 12 pages of rules. The playing surface varies by scenario and can be one, two or three 34 x 22" maps in size. **Jena** also includes 1 1/2 sheets of the most elegant playing pieces today. Only \$44.00.



These remarkable titles, and many more for your gaming pleasure, are available at better hobby shops or can be ordered direct from Clash of Arms Games.

"By Design, Games as Grand as the Times They Portray."



Small Wars

"MINIE" SCENARIOS FOR WAR FOR THE UNION

for the Union

PART I BY DAVID L. BUCHBINDER

Editors Note: The small scenarios presented in this series gives players a chance to use the Basic or Advanced Game rules in a format that can be played in 2-3 hours. Veteran gamers will appreciate the "beer and pretzels" quality that short and limited counter scenarios provide. Watch for more next issue!

The scenario covers the action in Tennessee from June, 1863 to the end of the year. This time span encompasses the Tullahoma, Chickamauga and Chattanooga campaigns.

The mapboard area is limited to all of Tennessee, excluding all hexes west of the Tennessee River; Alabama and Georgia from and north of hexrow xx21 inclusive. Nashville, Knoxville, Chattanooga, Atlanta and Decatur, AL, are the only victory point cities in play (17 total).

Scenario Length: The first turn in the scenario is June, 1863 and the last turn is December, 1863, a total of seven turns.

Union Order of Battle:

Hex 3414 (Nashville): Fort, 2 VOL
Hex 3318 (Decatur): Fort, 2 VOL, Union Railhead (extends off west end of play area)
Hex 3514 (Murfreesboro) Rosecrans (6/63), Army of Cumberland HQ, Thomas, McCook, Crittendon, USMRR, Railroad, 13 VET
Hex 3415 (Franklin): 1 VET CAV
Hex 3614: 1 VET CAV

Leader Pool: Logan and Steele are available as replacement Leaders.

Fort and Battery Pool: Unlimited.

State Militia: None are available.

Confederate Order of Battle:

Hex 4120 (Atlanta): KIC, 1 VOL
Hex 3916 (Chattanooga) 1 VOL
Hex 3616 (Tullahoma) Bragg, Army of Tennessee HQ, Hardee, 3 VET (Entrenched)
Hex 3516 (Shelbyville): Polk, 4 VET (Entrenched)
Hex 3315 (Columbia): Forrest, 1 VET CAV
Hex 3714 (McMinnville): Wheeler, 2 VET CAV
Hex 4214 (Knoxville) Buckner, 2 VOL

Leader Pool: Stewart and Cheatham are available as replacement Leaders.

Fort and Battery Pool: 1 x Fort. No Batteries are available.

State Militia: The Georgia state militia (2 ST MIL) is available.

Rail Control: The Union player controls 3113, 3213, 3312, 3512, 3413, 3414, 3514, 3118,, 3218, and 3318. All other rail lines in the area of play begin the game under Confederate Control.

Rail Cap: The Union player has a per turn railcap of 4. The Confederate player has a per turn railcap of 2, except for the September turn when the Confederate railcap is 3.

Reinforcements:

JUL: CSA - 1 VOL at Atlanta; withdraw Hardee.

AUG: CSA - D.H. Hill

SEP: CSA - Longstreet, 3 VET at Atlanta or hex 4613, at player's discretion.

SEP: USA - Burnside, Army of Ohio, 3 VOL at hex 4311.

OCT: CSA - 1 VOL at Atlanta

OCT: USA - Grant, Army of Tenn. HQ, Hooker, 2 VET, 1 VOL at Nashville.

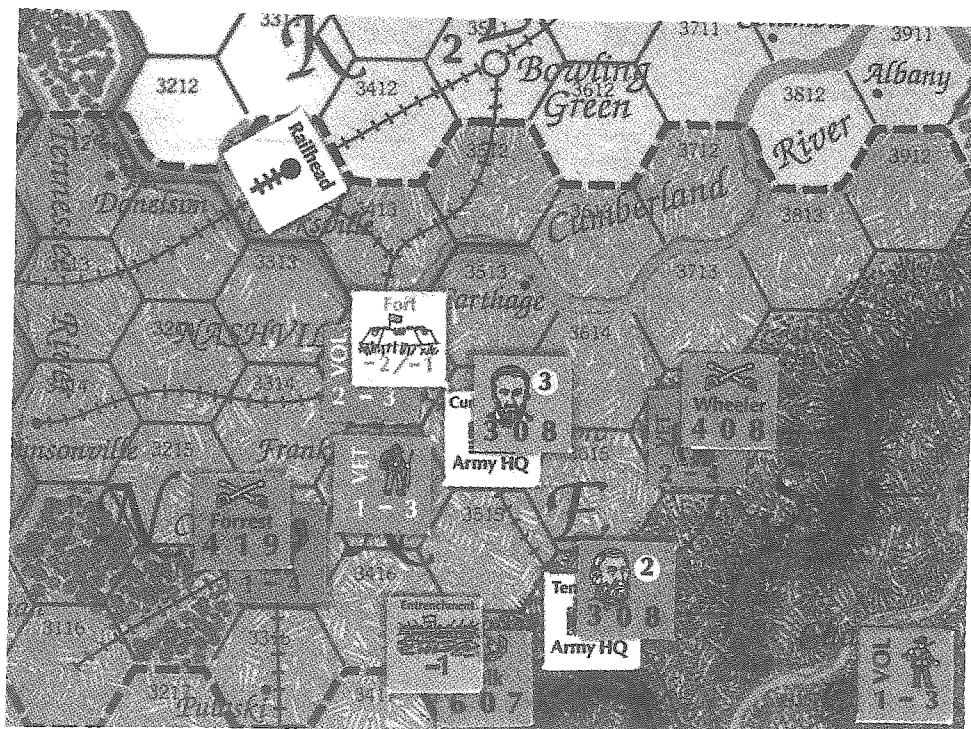
NOV: USA - Sherman, 2 VET; 1 VOL at Nashville.

The Replacement rules are in effect and are taken at the appropriate interphases in July and October. Union replacements appear at Nashville. Confederate replacements appear at Atlanta. In addition, either side may place replacements in Army HQs as per Rule 6.43b. Atlanta produces RP's as a KIC. The RP's are available for construction up to the Fort limit.

Victory Conditions: The number of CSA VP's at the end of the scenario determines victory as follows:

0-1	Union Decisive
2-5	Union Operational (historical result)
6-8	Union Marginal
9-10	Confederate Marginal
11-14	Confederate operational
15-17	Confederate Decisive

In addition, the Confederate player loses 1 VP for Chattanooga if Chattanooga does not have an LOC to Atlanta at the end of the game. The Confederate player loses all victory points for Chattanooga if it is besieged at the end of the game. If the CSA retakes Nashville at any time during the game, CSA automatically wins a decisive victory.



A Sharp and Nasty Fight

UNE SCENARIO PETITE FOR L'ARMÉE DU NORD

BY ED WIMBLE

Editor's Note: During the height of the Waterloo Battle, another fierce bloodletting was occurring at Wavre, some 10 miles east of Mont St. Jean. Here Grouchy ran into Blucher's rearguard (Thielemann) holding the Dyle River line. Naturally both men were determined to see it out.... This small scenario is ideal for several plays in one sitting or tournament use.

The Prussians: (set up first, move second)
Anywhere on map West of the Dyle River:
10th Brigade (4-1-4) III Korps
12th Brigade (7-1-4) III Korps
"Detachment Stengel" (1-1-5) - use the 1st Picquet counter from I Korps

In either Wavre town hex South/East of the Dyle River:
"Detachment Stulpnagel" (1-1-5) - use the 3rd Picquet counter from I Korps

At Hex "X":
III Korps 12 Pdr. Artillery (1-2)-4)

On or adjacent to the village of La Bavette:
III Korps Commander Thielemann
11th Brigade (5-1-4) III Korps
Marwitz's Cavalry (4-2-7) III Korps
Lutum's Cavalry (3-3-7) III Korps
III Korps Artillery (2-1)-4)
III Korps Horse Artillery (3-2)-6)

Prussian Reinforcements:
On a die roll of 1 or 2 on Turn 1 (only) at Hex "P":
9th Brigade (8-3-4) III Korps (-3 SPs)

The French: (set up second, move first)
On the road to Wavre but within:
3 hexes of hex "SA" - 8th Division (5-3-4) III Corps (-1 SP)
2 hexes of hex "SA" - III Corps Artillery (5-3)-4)
1 hex of hex "SA" - 10th Division (6-3-4) III Corps (-1 SP)
In hex "SA" - III Corps Commander Vandamme

French Reinforcements:
Enter on Turn 1 at hex "SA":
Marshal Grouchy (7 MPs already expended)
11th Division (5-3-4) III Corps

Enter on Turn 1 at Dion le-Mont:
II Cavalry Corps Commander Exelmans
9th Cavalry Div. (3-3-6) II Cav. Corps
10th Cavalry Div. (3-3-6) II Cav. Corps (-1 SP)
II Cav. Corps Horse Artillery (2-3)-6)

Enter on Turn 2 at hex "SA":
IV Corps Commander Gerard
14th Division (5-3-4) IV Division
IV Corps Artillery (6-3)-4)

Enter on Turn 3 at hex "SA":
12th Division (5-3-4) IV Corps (-2 SPs)
13th Division (4-3-4) IV Corps

Enter on Turn 4 at hex "SA":
I Cavalry Corps Commander Pajol
4th Cavalry Div. (3-4-7) I Cav. Corps
I Cav. Corps Horse Artillery (2-3)-6) (-1 SP)
21st Division, VI Corps (3-3-4) Teste
7th Cavalry Division (3-3-7) IV Corps

Special Rules
This scenario lasts 4 and 1/2 turns. French move first. Use the turn track printed below.

Only the area of the map shown on the opposite page is in play. Units that begin a turn off-map are in command for the turn they enter the map. (This includes Leaders as well).

Thielemann (the Prussian III Korps commander) is always "in command" even though his Army commander is not on the game map.

Treat Teste's Division and the 7th Cavalry Division as part of the French I Cavalry Corps for command purposes.

Only one piece, or stack, may be moved at a time. As soon as the moving player takes his

finger off of a piece or stack he has begun moving. That piece or stack is considered to have finished its movement for that turn.

EXCEPTION: Cavalry pieces that have been set down to resolve their cavalry charge, and that could possibly continue their movement at the end of the charge resolution.

Victory Conditions: At the end of the scenario, the player with the most points wins. Points are awarded for the following:

1) The French Player gets 1 point for each French Strength Point (SP) on the west bank of the Dyle River at game end.

2) The Prussian Player gets 1 point for each French SP on the east bank of the Dyle River at game end.

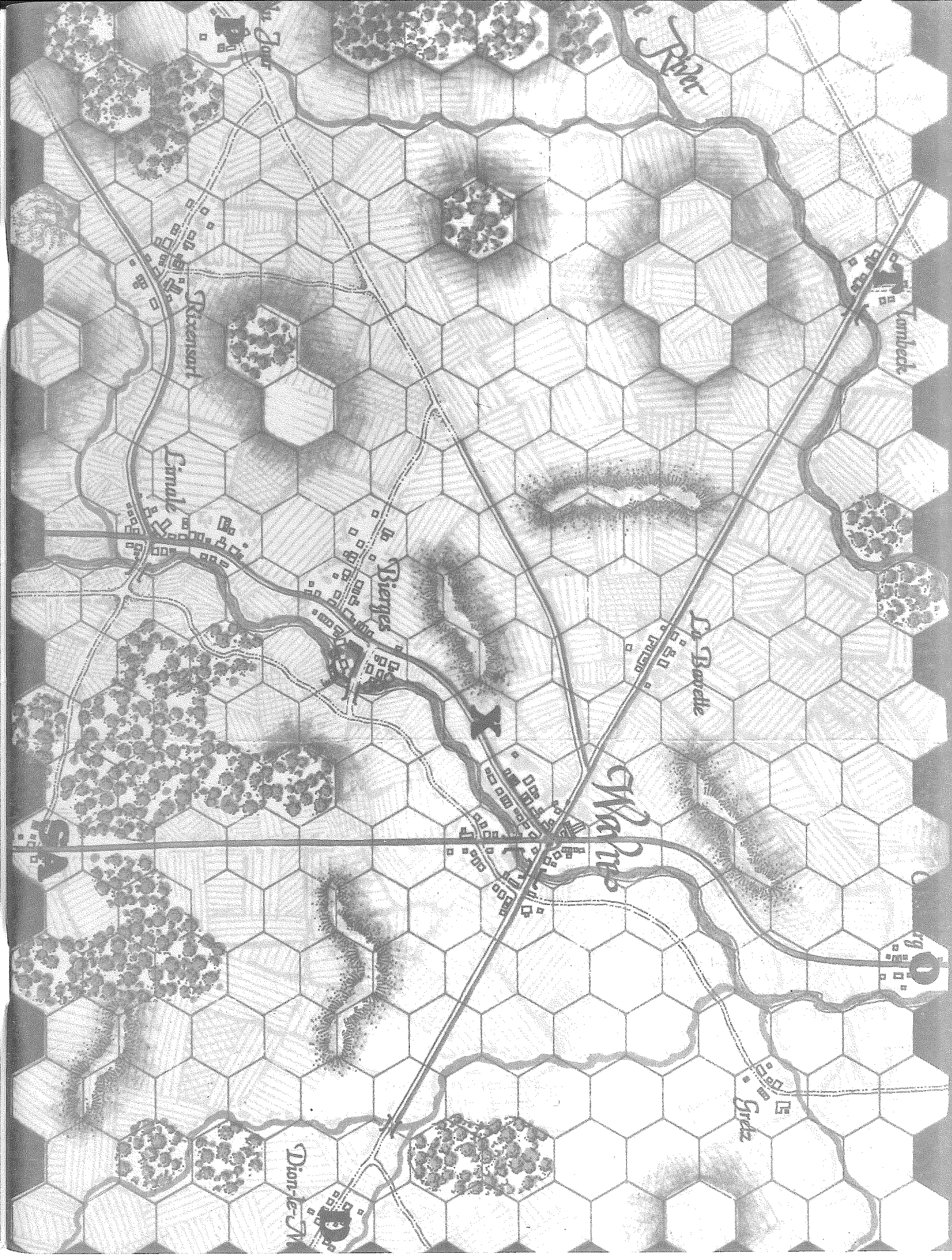
3) Both Players get 1 point for each *new* SP casualty carried by an opposing piece (don't count the initial scenario setup casualties).

4) The French Player gets 5 points for each of the following villages if occupied by a French combat unit at the end of the scenario: Pont du Jour (hex "P"), Tombeck (hex "T"), Ottenburg (hex "O"), or, 2 points for each French combat unit SP exited off the map at any of the three places. (If the French Player exits a unit off the map he does not receive points for the village if he also occupies it at the end of the scenario.)

Historical Note: The casualties recorded at the start of the scenario do not represent losses sustained by them at the Battle of Ligny, necessarily. Chastel had one brigade on reconnaissance towards Louvain and one battery from the I Cavalry Corps was with Subervie at Waterloo. Stengel's detachment (Prussian 1st picquet) represents troops who had been left by Zieten's I Korps under Stengel (from Henckel's Brigade) to watch the crossing at Limal, thus guarding the flank of that korps as it marched on Pont du Jour and thence to Ohain. The other detachment is from Borcke's 9th Brigade which had mistakenly continued its march on Waterloo from whence the rest of the III Korps had been recalled.

TURN RECORD TRACK

1	2	3	4	5 (French Only)
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L'Armée

CORRIGENDUM AND EXPANSIONS

du Nord

BY ED WIMBLE

CORRIGENDUM

Sequence of Play, 1D Combat Phase: Players may strictly adhere to this sequence or may perform bombardment as attacks are defined. This will help keep track of which units were bombarded for purposes of Combined Arms attacks.

Cavalry Charge Terrain Costs (5.3d): (Clarification) If the cavalry Charge results in the charged hex being vacated by the defenders (either by retreat or elimination) all the charging cavalry unit(s) must advance into the hex and deduct from its remaining movement potential the cost of the hex as if it had moved into the hex under normal (non-charging) circumstances. It must pay the full cost for the hex, even if it is currently in road column. It may then continue its movement and make additional charges if it has movement potential to do so. There is no additional cost for charging a hex.

Stacking and Road Columns (6.3): (Emphasis) A unit must adhere to the stacking limit for Road Column starting with the moment it employs Road Column and thereafter for the length of the Movement Phase. Note that units expend movement points to enter a hex, not to exit a hex, and therefore; a unit that begins the Movement Phase in a stack could employ Road Column (take advantage of the road/highway movement cost) if the first hex it enters contains a road that is contiguous with the hex it is about to exit and is also empty of friendly or enemy units.

Zones of Influence and Retreat After Combat (9.9c): (Clarification) Retreating units may retreat from, into, but not through an enemy Zone of Influence. In other words, a unit can always retreat one hex (assuming it does not retreat across or into prohibited terrain), but if this retreat movement involved a second hex (retreating into and out of the same Zone of Influence projected by the same enemy unit), as with a result of Dr2, it would be required to lose a casualty increment rather than retreat the extra hex.

The Off Board Movement Track (10.0): (Change) All Allied cavalry and horse

artillery may move two spaces to the left per turn, and not one space, as currently written in the rules. (Of course, they must have been activated and their CAMs on the game board.)

French Units and CAMs (17.2): (Change) Disregard this rule. The proximity of French units has no effect on Allied Corps Assembly Markers.

First Turn Restrictions (30.0): (Change) 2nd Paragraph, 2nd Sentence: This should read instead. . . "If the result of this die-roll

is a one (1) or two (2) that corps may not move unless its units are taken under tactical command by Napoleon (not Grouchy), in which case the units move normally."

The Optional Rules: (Clarification) Using the Optional Rules does not require the consensus of all players. If the Prussian Player wishes to use Rule 21.0 Special Prussian Infantry Deployment, or Rule 23.0 Obscured Units, then he may do so, regardless of the wishes of his ally or enemy.

Prussian Organization and Scenario Manifest: (Correction) Steinmetz's brigade is given an incorrect starting position for the Campaign Scenario. It should read "Anderlous <3>." There is also some debate as to when Ziethen chose to react to the intelligence his outposts reported at the close of June 14. Therefore, for the opening of the Campaign Scenario it should be the Prussian Player's option to set this piece up in either Flureus or in Charleroi.

French Organization and Scenario Manifest: (Correction) Teste's division in the Waterloo/Wavre Scenario does not start on the map, but enters with Pajol on Turn 36.

Anglo-Dutch Organization and Scenario Manifest: (Correction) Saxe-Weimar's Brigade begins the Campaign Game in "Genappe" and not in Quatre Bras.

Cavalry Charge Table: To the left is the official revised Cavalry Charge Table for L'Armée du Nord, which will appear in all future editions of the game.

QUESTIONS AND ANSWERS

Q. Prussian Special Infantry Deployment: What happens to combat modifiers when there are different features in the three hexes the unit is assumed to be occupying?

A. If the unit is attacked in only one of these hexes it gets the defense value of only this hex. If it is attacked in more than one of these hexes it gets the weakest benefit that is provided in the hexes in which it is defending. Example: A Prussian infantry unit is deployed

CAVALRY CHARGE TABLE

Die Roll	Morale Differential						
	-2	-1	0	1	2	3	4
1	Ar2	Dr2	Dr2	Dr2	Dr2	Dr2	Dr2
2	Ar2	Ar2	Dr2*	Dr2	Dr2	Dr2	Dr2
3	Ar2	Ar2	Ar2	Dr2*	Dr2*	Dr2	Dr2
4	Ar2	Ar2	Ar2	Ar2	Dr2*	Dr2*	Dr2
5	Ar2	Ar2	Ar2	Ar2	Ar2	Dr2*	Dr2*
6	Ar2	Ar2	Ar2	Ar2	Ar2	Ar2	Ar2

Whenever an asterisk (*) appears next to the result the charging unit, in spite of the successful execution of its charge, must end its movement immediately upon entering the hex that was charged regardless of its remaining movement potential

Charge Die Roll Modifier¹

+1	Charging a non-clear hex
+1	Charging across a Bridged river hexside
-1	Complete cavalry corps ² charging
-1	Blucher is with the charge
+1	Charging a Grand Farm hex

¹Modifiers are cumulative in their effect, in that cavalry that charged a Grand Farm hex across a Bridged river hexside would have the die-result modified by +3 (1 for the hex being non-clear; 1 for it being across a Bridged river hexside; and 1 for it being a Grand Farm hex.

²A "complete cavalry corps" is strictly a French option. The Charge must include both cavalry divisions, its unit of horse artillery, and the corps leader. The cavalry divisions of the Imperial Guard may not exercise this option since their corps Leader (Mortier) missed the campaign.

Note: Cavalry that charged in the Movement Phase may not attack in the Combat Phase.

Charge Combat results are applied the same way as Attack Combat results.

"For all Frenchmen of courage, the time has come to conquer or die."

- Napoleon to the L'Armee du Nord, June 14th 1815



With These Words Napoleon launched 125,000 men across the Belgian frontier. . . L'Armee du Nord. Man for man they were arguably the best troops he had ever commanded. They were the veterans, chosen from amongst half a million men that had answered the call to arms in the frantic mobilization that had followed his dramatic return from exile. Each man in this army burned with the desire to revenge the humiliating reverses of the past few years.

Ahead lay the crossing of the Sambre River at a place called *Charleroi*; an intersection barely visible on their maps called *Les Quatre Bras*; a sleepy little village on the banks of the meandering *Ligny* brook; a narrow bridge at a place called *Genappe*; a bustling little town called *Wavre*; and another intersection set amidst the gently rolling Brabantine farmland. . . a place called *Mont. St. Jean*. . . Just south of the village of Waterloo.

The road to Brussels was a straight shot north. Two days of hard marching would see them in the capital, three if they had to fight a battle. . .

Can the French mass their troops to crush each Allied army in succession? Can Blucher and Wellington first mobilize, and then unite on the field of battle to stop the sheer torrent of energy that is . . . Napoleon? Find out with L'Armee du Nord!

Rules: Suitable for novice or expert.

Players: Two to Five

Counters: 360 (1 and 1/2 sheets)

Maps: Three (34" x 22")

Solitaire Suitability: Excellent

Scenarios: 2 Battle, 1 Campaign

Historical Narrative: Included

Designer: Ed Wimble

Artwork: Rick Barber

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in a clear hex, a grand farm hex, and a woods hex, but is attacked in only the clear hex, receives only the defense benefit of the clear hex. If it is attacked in both the woods hex and the clear hex it would still only receive the defense benefit of the clear hex.

Q. Prussian Special Infantry Deployment: When leaving this deployment may the unit consolidate in any of the three hexes?

A. Yes, after expending one movement point to do so.

Q. Prussian Special Infantry Deployment: If one or more of these hexes are in the Zone of Influence, is the unit subject to all the normal ZoI restrictions?

A. It may still "consolidate" but must do so into a hex that is in the ZoI.

Q. Prussian Special Infantry Deployment: What if it is in a ZoI that affects two of its three hex deployment?

A. In this case it may not "consolidate" into a single hex deployment.

Q. Prussian Special Infantry Deployment: What happens if there is an attack result of

ExC? It is not allowed to attack, may it counterattack?

A. No. This is an exception to the attack results. In this case change the actual result to an Ex*, and roll the attack again after applying casualties.

Q. Terrain: Are Terrain modifiers cumulative if a hex has more than one terrain feature within it?

A. Yes, for Movement and Combat.

Q. Terrain: Must all attacking units be attacking across a given hexside in order for the defender to receive its defense benefit?

A. No. These benefits are cumulative.

Q. Leaders: What happens to Leaders that are alone in a hex that is subsequently entered by an enemy unit?

A. It automatically "flies" to the nearest friendly unit of the same army.

Q Retreats: According to Rule 9.9a, a retreating unit only loses a strength point if it cannot retreat to a hex not adjacent to one of the victorious unit. Does this mean that a retreating

unit must lose a strength point whenever it moves adjacent to an enemy unit whether or not that unit was involved in the combat that caused its retreat?

A. No, the rule should refer to a "victorious attacking unit", i.e. one of the units that it just fought and lost to.

Q. Picquets: In the campaign game, if a French unit advances next to a Prussian picquet, is the corresponding parent unit of the picquet also activated even if it is not adjacent to a French unit, i.e. inactive?

A. Yes

EXPANSION RULES

Marshal Ney Note: This rule may only be used in the 2 or 3 player game (see rule 4.0).

Historical Comment: Ney had misgivings about Napoleon's new regime, and grave doubts about the orders he received from him on the 16th, 17th and 18th of June. His conduct seemed to be rash when it would have been better to exercise caution; and he was cautious when boldness would have won the day. The following rule is given to simulate the unpredictability of this Marshal of France.

Rule: At the start of each French Command Phase beginning with Turn 13 and onwards, the French player rolls the die to determine the predisposition of the Ney counter for the length of that turn. On a roll of:

1 or 2: Ney's command abilities are uninhibited

3 or 4: Ney may only command in a tactical role

5 or 6: Ney may not put any unit or leaders in command

Marshal Grouchy Note: This rule may only be used in the 2 player game (see rule 4.0).

Historical Comment: Napoleon surrounded himself with men who had proven both their competence in the field but also their loyalty to his person for this campaign. Unfortunately for Grouchy, loyalty to the Emperor did not also include faith in his judgement by his lieutenants. The new Marshal had to contend with insubordination and disrespect.

Rule: Any Army Corps leader that would be put in command by the command span of the Grouchy counter is not automatically in command for that turn, but first must roll a die. On a result of 6 the corps leader refuses the command and must roll his own initiative to move his corps. (Note that this only applies to Army Corps leaders in Grouchy's command span, and not Cavalry Corps leaders.)

Combined Arms (Defense): Any defending hex containing infantry, cavalry and artillery units will cause the Attack Results Table odds to shift left one column in their favor.

Bombardment Attack Support: Prior to bombarding a hex the attacking player may declare some of his own units to be "in support" of the bombardment attack. To do so the units must be adjacent to the defending unit(s) being bombarded. If the defending unit(s) are eliminated, or the hex is vacated as a result of the bombardment, the designated units that are "in support" may advance into the hex now as if they were advancing after combat. Units declared to be "in support" may not have been part of a previous attack that turn, but may conduct a subsequent attack immediately after advancing.

AND MORE OPTIONAL RULES

24.0 One or t'Other: In addition to the options presented in the game, the Allied Player may use one of the below:

1) Varying the Setup: If the Anglo-Dutch player avails himself of Rule 23.0 he may, in addition to obscuring his counters, substitute in his setup Perponcher's division for any other Anglo-Dutch division in the I Corps. (Note: Perponcher's division is made up of the 3 combat units that begin the campaign in

Nivelles and Quatre Bras). Substitution must be done in like kind, infantry for infantry, artillery for artillery, and brigade for brigade. (Note: the British Guards are a division themselves, and may not be used for this substitution.) Substituting units are placed on the Anglo-Dutch Organization and Scenario Manifest of the units they are substituting for.

2) Perponcher's Initiative: (Note: If using the option 1 above, this option may not also be used.) This option is an adjunct to Rule 15.3. If the Prussian Courier passes through any hex containing a unit of Perponcher's Division, that division is considered activated until the Prince of Orange puts the units into command himself, or the CAM for the I Corps is placed on the game map. These units may move and attack if within a 3 hex radius of either Nivelles or Quatre Bras, or move to be within this radius (but may not attack). The Anglo-Dutch player must state if Perponcher is in either Genappe, Quatre Bras or Nivelles, thus establishing his Headquarters, and its three hex command radius.

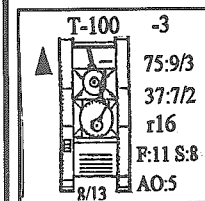
25.0 New Optional CRT: An optional CRT is presented below. Unlike other optional rules, all players must agree beforehand to use it.

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Suomi SMG



r3*

FP:10

x5

OPTIONAL ATTACK COMBAT RESULTS TABLE

Die Roll	Odds									
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	Ar2	Ar2	Ar2	Ar	Ar	Ar	Ar	Ex	Dr	Dr
2	Ar2	Ar2	Ar	Ex	Ex	Ex	Ex*	Dr	Dr	Dr2
3	Ar2	Ar	Ex	Ex	ExC	Ex*	Dr	Dr	Dr2	Dr2
4	Ar	Ar	Ex	ExC	Ex*	Dr	Dr	Dr2	Dr2	Dr2
5	Ar	Ex	ExC	Ex*	Ex	Dr	Dr2	Dr2	Dr2	Dr2
6	Ex	ExC	Dr	Dr	Dr	Dr2	Dr2	Dr2	Dr2	Dr2

Note: Odds less than 1-5 are treated as 1-5. Odds greater than 6-1 add one to the die roll for each degree greater than 6-1. (A 10-1 attack would be rolled on the 6-1 column but the die would be modified by a +4).

Explanation of Combat Results

Ex	Both side lose 1 increment and remain in place
Ex*	Apply result; recalculate odds; roll again repeating the attack
ExC	Apply result; recalculate odds and reverse rolls (attacker becomes defender); roll again
Dr	The defender loses 1 increment or retreats 1 hex
Dr2	The defender loses 2 increments, or retreats 2 hexes, or retreats 1 hex and loses 1 increment
Ar	The attacker loses 1 increment or retreats 1 hex
Ar2	The attacker loses 2 increments, or retreats 2 hexes, or retreats 1 hex and loses 1 increment

Combat Die Roll Modifiers

Morale Differential

If the Defender is in a Woods, Swamp, Forest, City, Village, or Town hex, subtract 1 from the die roll.

If defending infantry (only) is in a Grand Farm hex, subtract 2 from the die roll. All Dr results are treated as Ex. (Dr2 is treated as an Ex but each side loses 2 increments.

If the defender is attacked across a Bridged River hexside subtract 1 from the die roll.

Combined Arms Attack (see 9.6): Shift the odds column 1 to the right or left.

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BALLOTS MUST BE RECEIVED
BY JUNE 30, 1996

New Fighting

SCENARIOS FOR ACHTUNG-SPITFIRE!

Wings Aircraft

BY J.D. WEBSTER

Author's Note: I'm always looking for excuses to do new and interesting aircraft for the FW game system. When Steve Rawling called me up in January and said I could have some room to publish some aircraft in the COA newsletter, I took up the offer. At first I thought I'd do something on the Polish Air Force but instead of more European stuff, opted for the Mediterranean. The release of the Command At Sea (CAS) module Supermarina I, with its superb set of aircraft counters, gave me just such an excuse. I decided to take advantage of the Supermarina I counter-sheet 1. All those early war British planes, and of course, the Italians intrigue me quite a bit, so, Of course, I now had to decide which to do and with so many counters to choose from that wasn't easy. I looked at doing a random draw, and other methods, but, in the end I decided to do the following four as they are simply just some of my favorite aircraft.

Aircraft Briefings

Gloster Gladiator: The Gladiator was the last of a long line of superb British biplane fighter designs. Though the Hurricane and Spitfire prototypes were already flying when the Gladiator entered service, the British, in desperate need of fighter aircraft due to the looming threat of WWII and due the rapid expansion of the RAF in 1938, ended up having 13 of 35 fighter squadrons still equipped with Gladiators at the start of the war. A state-of-the-art aircraft when designed in 1936, the Gladiator offered good top speed performance for its day, a radio, blind-flying instruments, an enclosed cockpit, and a pack of four fast firing .303 machine guns. This was twice the firepower of the typical biplane fighters that had preceded it and sufficient to deal with the lightly built aircraft threats of the 1930's. Highly maneuverable, the Gladiator gave a good account of itself in many different theaters before being retired quickly from the front lines. Like all biplanes, it was eclipsed early in the war, by stronger, faster, more powerful and heavily armed monoplane fighters. However, one of its principal opponents in the Mediterranean theater and in Africa was the Italian Fiat C.R.42 Falco, a superb biplane fighter in itself. Battles between formations of these two aircraft became

vicious close-in dogfights every bit as exciting as those of the by-gone glory days of WWI aerial combat

Fairy Swordfish: For whatever reason, this ungainly, slow, and vulnerable biplane seems to pique every air historian and gamer's fancy. Perhaps it is the image of the gallant, but suicidal attack, in the face German fighter cover, of six Swordfish, led by Lt. Commander Esmonde, at the German battle-cruisers *Gneisenau* and *Scharnhorst* during their famous 1942 channel dash. Or, maybe, it is the fact that this anachronism of a war-plane truly proved to be one of the great workhorses of WWII, flying in every theater, and earning such distinctions as, becoming the devastator of the Italian battle-fleet in Taranto harbor, and the crippler of the *Bismarck's* steering gear which doomed that great German battleship to its death at the hands of the British fleet shortly thereafter. At the start of the war, the Fleet Air Arm had thirteen Swordfish squadrons on hand. This eventually grew to 26 squadrons, of which nine were still active at the end of the war. Is this the stuff of legends? No, but it is still a remarkable career. The truth is, against modern aircraft, it was nearly helpless, and it suffered high losses when it ran afoul of defending fighters despite its maneuverability. By the end of 1941, the Swordfish had been replaced in front line service by more modern types. Nevertheless, they continued to serve for the rest of the conflict in a number of difficult missions, including, but not limited to: convoy anti-sub patrols; mine-laying; long range search; and as a rocket-armed anti-shipping aircraft for Coastal Command. Its utility and adaptability to these back-water missions is what kept it around long past its time and much to the chagrin of its crews whom, still riding around in open cockpits, must certainly have been longing for something better to fly.

Fiat C.R.42 Falco: The Falco, like the British Gladiator that predated it a year, was a biplane fighter, technically obsolete at the start of the WWII, but superb in concept and design. The Falco can easily be regarded as the world's most advanced and carefully designed biplane ever. The Italians, caught in the classic mental trap of designing a weapon to win the "last" war instead of the "next" war made

the Falco into one of the fastest and most maneuverable biplanes ever. If the Gladiator was a solid and logical example of biplane fighter design, the Falco was, by comparison, a brilliant work of art. it utilized advanced construction techniques and was incredibly sturdy. It had ample power, and every effort was made to keep it aerodynamically clean. It even featured a modern gunsight and constant speed propeller, yet, ironically, did not have radios. However, all this effort was for naught as the rest of the belligerents were busy producing all-metal monoplanes whose speed and firepower easily negated the Falco's maneuverability. In combat, the Falco, lacking self-sealing tanks or pilot armor, suffered heavy losses. Italian pilots, while appreciating its fine flying qualities, quickly clamored for faster, more modern, aircraft. Unfortunately, the short-sighted Italian aviation industry was too small and could not produce modern aircraft in sufficient quantities to quickly replace the Falcos, which forced the C.R. 42 to remain in production and soldier on much longer than it ever should have.

Macchi C.200 Saetta: While the Falco may have been a great biplane fighting in the wrong war, the Saetta ("Dart") was, at least, the right kind of fighter for WWII. It was an all-metal, low-wing, monoplane design, possessing reasonable speed and exceptional maneuverability. Compared to other aircraft of its era, it was over-engineered and difficult to produce but strongly built. The Saetta was definitely a pilot's plane, agile and with light control forces. Its main faults were that it was lightly armed compared to its foes and slightly underpowered. The bulky cowling placed around its Fiat radial engine was drag producing which limited its top speed. Nevertheless, for the Italian pilots that were equipped with it, it was nice step forward over the older biplanes they had been using. The Saetta would serve the Italians well on many fronts, including Russia, but it would never be in the same class as other high powered monoplane fighters being used by other countries in the same time frame. Though it could out-maneuver most Allied types it fought (Hurricanes, Spitfires, and P-40s), its lack of firepower made scoring kills difficult (Con't. on Page 19)

Études Militaires

Special Study

Nr. 3

A module for 1807: The Eagles Turn East

A Narrative History of Napoleon's First War Against the Tsar

Kevin Zucker



AN OUTLINE OF THE 1807 CAMPAIGN

Showing the Five Main Phases

Within each phase, a list of Actions and Casualties.

I. PULTUSK PHASE

A. Advance to Contact, Dec. 6—Dec. 19

(*Napoleon arrives at Warsaw, Dec. 18*)

B. Pultusk Campaign, Dec. 20—Dec. 27

Ukra—(*See Petre, p. 82*) 23 Dec.

Ru.	Osterman	1392	Fr.	Davout	1500
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Sochoczin - Kolozomb—(*p. 85*) 24 Dec.

Ru.	2d Div.	6g,	Fr.	Augereau	518
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Soldau—(*p. 88*) 25 Dec.

Pr.	Lestocq	200e.	Fr.	Ney	150e.
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Biezun—(*p. 87*) 23 Dec.

Pr.	Lestocq	5g, 800e.	Fr.	Ney	150e.
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Pultusk—(*p. 103*) 26 Dec. (*Begin Battle Scenario*)

Ru.	2d, 3d, 4th, 6th	5000	Fr.	Lannes	7000
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Golymin—(*p. 114*) 26 Dec.

Ru.	Dochturow	48g, 800	Fr.	Augereau	800
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C. Return March, Dec. 28—Jan. 2

II. FIRST WINTER QUARTERS

Bennigsen and Ney Commence Movement, Jan. 3—20

Schippenbeil—(*p. 137*) 10 Jan

Pr.	Lestocq	500e.	Fr.	Ney	250e.
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III. EYLAU CAMPAIGN

A. Advance to Contact, Jan. 21—24

Bischofstein—(*p. 138*) 21 Jan.

Ru.	Markow	50e.	Fr.	Ney (Colbert)	300
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Neidenburg—(*p. 138*) 23 Jan.

Ru.	none		Fr.	Ney	300e.
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Heiligenbeil - Braunsberg Road—(*p. 139*) 23 Jan.

Pr.	Rouquette	100e.	Fr.	Bernadotte	75e.
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Liebstadt—(*p. 139*) 24 Jan.

Ru.	Markow	75e.	Fr.	Bernadotte	300e.
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B. Eylau Campaign, Jan 25.—Feb. 16

Mohrungen—(*p. 143*) 25 Jan.

Ru.	Markow	2000	Fr.	Bernadotte	2000
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Bergfried—(*p. 153*) 3 Feb.

Ru.	14th Div.	1000	Fr.	Soult (700), Cav	1000
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Liebstadt—(*p. 155*) 5 Feb.

Pr.	Lestocq	16g, 2200e.	Fr.	Ney	1900e.
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Frauendorf—(*p. 156*) 5 Feb.

Ru.	Bennigsen	150e.	Fr.		nil
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Heilsberg—(*p. 156-7*) 6 Feb. (*Begin Battle Scenario*)

Ru.	Bennigsen	375	Fr.	Davout, Cav	175e.
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Hof—(*p. 159*) 6 Feb.

Ru.	Barclay	5g, 2250	Fr.	Soult (1960), Cav	2500
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Landsberg—(p. 160) 7 Feb.

Ru. Bagration	175e.	Fr. Soult	125e.
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Eylau—(p. 204) 8 Feb.

Ru. Pr.	25000	Fr. III, IV, VII, Cav, Gde	28000
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Eylau Campaign (add), 20 Jan - 9 Feb.

Ru.	4750	Fr.	
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Ostrolenka—(p. 215) 16 Feb.

Ru. Essen	2000e.	Fr. Savary	1000e.
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C. Return March, Feb. 17—28**IV. SECOND WINTER QUARTERS****and Siege of Danzig****Sierock—(p. 269) 13 Mar.**

Ru. Essen	600e.	Fr. Massena	400e.
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V. FRIEDLAND PHASE**A. Bennigsen's Advance, Jun. 5—9****Spanden—(p. 279) 5 Jun.**

Pr. Rembow	800	Fr. Bernadotte	550e.
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Lomitten—(p. 281) 5 Jun.

Ru. Dochturow	2800	Fr. St. Cyr	1200
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Ankendorf—(p. 283) 5 Jun.

Ru. Osterm, Sackn, Somw	2000	Fr. Ney	2000
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B. Friedland Campaign, Jun. 10—14**Wolfsdorf—(p. 289)**

Ru. Kamenskoi	1000e.	Fr. St. Hilaire	1200e
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Heilsberg—(p. 302) 10 Jun.

Ru. 3d, 7th, 14th	9000	Fr. IV, Lannes, Murat	12621
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Drezewo-Borki—(p. 341) 11-12 Jun.

Ru. Tutchkow	1100e.	Fr. Claparède, Suchet	850e.
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Friedland—(p. 328n) 14 Jun. (Begin Battle Scenario)

Ru. Bennigsen	20000	Fr. (Exc. Soult, Murat)	8000
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Bergau-Gollau—(p. 338) 14 Jun.

Pr. L'Estocq	500e.	Fr. Murat, Soult	150e.
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Brandenburg—(p. 339) 14 Jun.

Pr. L'Estocq	2000e.	Fr. Soult	350e.
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C. Pursuit to Tilsit, Jun. 15—19**Occupation of Königsberg—(p. 340) 16 Jun.**

Pr. L'Estocq	750e.	Fr. Soult	nil
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Totals (Note: The totals here do not include all losses shown in the table on p. 11)

Ru-Pr, Phase I	8192	Fr. Phase I	10118
Ru-Pr, End of Phase III	40625	Fr. End of Phase III	37925
Ru-Pr, End of Phase V	40550	Fr. End of Phase V	27321
Ru-Pr, Total Campaign	89267	Fr. Total Campaign	75964

CHAPTER THREE:

Phases of the War

In the summer of 1805, Napoleon's armies were poised along the French coast near Boulogne for a cross-channel strike. By the end of the year, they had rapidly re-deployed to the Rhine, surrounded the Austrians at Ulm, marched down the Danube, occupied Vienna, and then lured the remaining Austrians and their Russian allies to their destruction at Austerlitz. The Tsar, refusing to make peace, pulled his troops back within the motherland.

Too much the general, Napoleon badly handled the diplomacy of France, and failed to conclude the general peace his stunning success ought to have earned. Stung by a humiliating alliance, Prussian pride revulsed upon word of French offers to Britain, and set off the war of 1806, a hopeless death wish made real at Jena and Auerstadt. The present study encompasses the clash of armies during the final subjugation of Prussia, between the fall of Berlin in late October 1806, and the Treaty of Tilsit eight months later.

In 1805, just two months sufficed to decide the issue on the Danube. At the end of his tether, Napoleon desperately needed to fight at Austerlitz, for active operations could not be sustained much longer. The Russians obliged him in December of 1805 because they knew something of the administrative difficulties the French suffered. Even in World War II, with immeasurably greater administrative and support facilities, a general offensive of one month took many months of preparation.¹

Because of the limitations on active operations, only three full-scale battles punctuated the eight months of 1807, along with ten combats in which either side lost as many as one thousand casualties. Apart from these were sixteen smaller actions, the majority of which occurred in the run-up to the climactic three general engagements. A brief *résumé* of these battles and their losses clearly delineates the three separate campaigns (I, III and V), divided by two periods when at least some troops of both sides entered Winter Quarters.

See Table on prior pages

Despite their similarities, by no means did the three campaigns follow the same scenario. Each was fought over different terrain. In the first alone did the French advance to contact. The three campaigns had three very different openings, developments, and *denouements*. The first two resulted in bloody checks to French designs, but the third was decided, before any troops took the field, by the fall of Danzig at the end of May (*see last issue*).

In November of 1806, prior to the start of the campaign, the French troops were occupied in subduing the remaining fortresses along their lines of communication, while the III Corps and cavalry spearheaded an advance deep into Poland. Napoleon intended to seize Warsaw before the onset of Winter. This prize offered two enticements: strategically, it placed the French in a favorable position for commencing a spring campaign; and politically, it gave Napoleon the chance to raise Polish levies, while denying these to the Russians. The Russians abandoned Warsaw before the

¹ Wargames which portray units freely attacking all the time along all fronts have disguised this important reality.

Grant Takes Command



*An Expansion Game for Owners
of Lee Takes Command
or Autumn of Glory*

After the North Anna

1.0 INTRODUCTION

After the North Anna is a two player operational level game covering U.S. Grant's overland campaign following the battles of the Wilderness and Spottsylvania Courthouse. Players must own a copy of Lee Takes Command by Clash of Arms Games in order to play the game. The Lee Takes Command map and some of the counters and most markers are used. The game uses all the Standard Rules and most of the Exclusive Rules from Lee Takes Command as well, along with the charts and tables, except where noted below. These rules are organized to mirror the Lee Takes Command rules as much as possible.

The situation is this; the Union Army of the Potomac has been heavily reinforced and faces a much-weakened, but still deadly, Confederate Army of Northern Virginia. The objective of the Union player is render the rebel army ineffective and capture Richmond. Failing in that, the Union Player must cross the James River in preparation for a siege of Petersburg. The Victory Conditions reflect the situation of both armies at the conclusion of the game. The game begins on the May 26th AM turn and ends at the conclusion of the June 12th PM turn. The Union player is the First Player.

1.01 Game Scale: As in Lee Takes Command, each turn is one half a day, so only one round of combat is allowed each turn.

2.0 ARMY ORGANIZATION

The pressure of years of war had wrought vast changes in both side's forces. Use the following information in place of Module 2.0 in Lee Takes Command.

2.1 The Confederate Chain of Command

The two overall Confederate Commanders are Lee and Davis. Under them are two distinct field formations, the Army of Northern Virginia (ANV) under Lee's direct command and the Richmond and Petersburg Defense Forces (RPDF) under Beauregard which is cooperating with Lee (sort of) but reports to Davis. Each force is comprised of various corps, which are the principle formations in the game.

2.11 ANV Chain of Command: Lee is the Commander of all Army of Northern Virginia formations which consist of the I, II and III Corps, plus attached cavalry and artillery. Lee has no replacement, he cannot become a casualty. These Corps are led by Officers Anderson, Ewell, and A.P. Hill respectively. If any of these Officers becomes a casualty, they are replaced by a generic "1-1" rated Confederate replacement Officer. There are an endless number of these generic replacements. To be fully in command, all infantry units in the ANV must trace command to their respective Corps Officer and the Corps Officer must trace to Lee.

2.12 RPDC Chain of Command: The Richmond and Petersburg Defense Command (RPDC) formation for game purposes is treated as a single corps-sized formation with attached artillery. This "Corps" is led by Officer Beauregard. If Beauregard becomes a casualty, he is replaced by a generic "1-1" rated Confederate replacement Officer. They are an endless number of these generic replacements. To be fully in

command, all infantry units in the RPDC must trace command to Beauregard (or his replacement) and Beauregard must simply trace a LOC to President Davis (wherever he is) to be in command. His replacement however, must trace to Lee.

2.13 Restrictions: Units from the two forces may not be transferred between the two forces, nor may they stack in the same Area. This latter restriction is lifted if Beauregard is replaced.

2.14 Independent Units: The Confederate Player also has three infantry divisions (Pickett, Hoke and Breckinridge) that are not assigned to any particular corps at the start. These units may move and defend normally as per the Standard Rules, but in order to Force March or execute any Attacker Combat Order, they must be assigned to an existing ANV Corps Officer or Beauregard. The Confederate player should note this attachment on his Unit Status Sheet. Once assigned, the unit traces command to that Corps Officer for the rest of game and may not be subsequently transferred to another.

2.2 The Union Chain of Command

The overall Union Commander is Grant. Under him are two distinct armies, each with its own Commander, the Army of the Potomac (AOP) under Meade and the Army of the James (AOJ) under Butler. Each army is comprised of various corps, which are the principle formations in the game.

2.21 AOP Chain of Command: Meade is the Commander of all Army of the Potomac (AOP) formations which consist of the II, V, VI and IX Corps, plus attached cavalry and artillery. Meade has no replacement, he cannot become a casualty. These Corps are led by Officers Hancock, Warren, Wright and Burnside respectively. If any of these Officers becomes a casualty, they are replaced by a generic "0-0" rated Union replacement Officer. They are an endless number of these generic replacements. To be fully in command, all infantry units in the Army of the Potomac must trace command to their respective Corps Officer and the Officer to Meade. Note that Grant need not be traced to. AOP Officers may trace directly to Grant instead, if a path to Meade cannot be demonstrated, and still be in command.

a. Burnside's IX Corps has special restrictions on it. IX Corps units may move and defend normally as per the Standard Rules. But in order for any IX Corps units to Force March or conduct attacks, Grant must be in or adjacent to the Area containing Burnside, who in turn must be in or adjacent to the Area containing the IX Corps units wishing to Force March or execute Attacker Combat Orders. This restriction is lifted if Burnside becomes a casualty.

2.22 AOJ Chain of Command: Butler is the Commander of all Army of the James (AOJ) formations which consist of the X and XVIII Corps, plus attached cavalry and artillery. Butler has no replacement, he cannot become a casualty. These Corps are led by Officers Gillmore and Smith respectively. If either of these Officers becomes a casualty, they are replaced by a generic "0-0" rated Union replacement Officer. They are an endless number of these generic replacements. To be fully in command all infantry units in the AOJ must trace command to their respective Corps Officer and the Officer to Butler to be fully in command. Note that Grant need not be traced to. AOJ Officers may trace directly to Grant instead, if a path to Butler cannot be demonstrated, and still be in command.

2.23 Transferring Units Between Armies: During the Communications Phase, units from the Army of the Potomac and James may be transferred back and forth to each other. The Union Player should note on his Unit Status Sheet which unit is being transferred and the Corps to which it is being assigned to. This may take place at any range or

location away from the Officers/Commanders in charge. The unit must still trace command to its new Officer and respective Commander of course. If transferred back, it must be placed under its former Officer. Transferred units may move and defend normally on the turn of transfer as per the Standard Rules. However, for any transferred unit to Force March or execute Attacker Combat Orders during the same turn, Grant must have started the Communications Phase in or adjacent to the Area containing the transferring unit(s).

EXCEPTION: Players may not transfer units between Corps in the same Army, nor may entire Corps be transferred from one Army to another. Lastly, no Corps may be completely eliminated via transfers

2.3 Home Areas

Both sides have Home Areas. The Union may switch Home Areas as the game progresses, the Confederacy may not.

2.31 Confederate Home Area: The Confederate Home Area throughout the game is Richmond (Area 77). Lee must be able to trace a LOC to Richmond each Communications Phase or the Union Player will receive 1 VP.

2.32 Union Home Area(s): The Union Home Area is the same Area as the one containing the current Union Supply Base marker.

3.0 WEATHER

Each turn's weather will either be Clear, Rain or Heat. Do not roll on the Optional Weather Table, use the result preprinted on the Turn Record Chart. Use the Rain Weather rules as is from Lee Takes Command but add a new Weather Condition for Heat detailed below.

3.11 Heat: If the current Weather is Heat, then players must add +1 to any rolls on the Straggler Loss Table.

4.0 NAVAL OPERATIONS

Ignore this section entirely. There no naval operations, gunboats or shore batteries used in this expansion module. Instead it is replaced with more detailed supply rules.

5.0 SPECIAL TERRAIN

Use all the printed Special Terrain rules from Lee Takes Command except for Rule 5.13 and Rule 5.32 which are modified as follows:

5.13 Gully Swamps Case e: Units may not Force March across a gully swamp. This rule applies to Lee Takes Command as well.

5.32 Destroyed Bridges: The bridge between Areas 15 and 26 is considered destroyed at the start of the game.

5.4 The James River

The James River represented a significant water obstacle and some special rules are required to simulate its effects. The James may not be crossed except for the bridges at Richmond and the special Union crossing rules below:

5.41 Crossing the James: Only Union forces may cross the James River in the absence of the bridges at Richmond. To do so, the Union player must use the following procedure:

1) Up to two Union combat units (plus any number of Leaders) may cross from any one Area containing an anchor symbol (a port) to any other one Area containing an anchor symbol during the Union Player Movement Phase. The units undertaking the crossing must have

started the turn in the Area they are departing from and not otherwise moved that turn.

2) If eligible, then simply place the units in the new Area containing the anchor symbol either across or along the same side of the river. The Union Player may not move into an Area containing enemy units.

3) Once across, the units may not move any further that turn. They may move freely on their following turn.

NOTE: If playing with the optional rules, players may not use pontoon or corduroy bridges to cross the James. It's too wide.

5.42 Tracing Across the James River: The Union player may trace command and supply paths across the James River if necessary. Command and supply may only be traced from an Area containing a port anchor symbol to any Area on the other side containing a port anchor symbol as well. Crossing the James itself counts as one Area towards the total length of the path (which principally affects Grant's arrangements with Burnside and transferring units).

5.43 Combat Across the James: Combat is not possible across the James River except across the bridges at Richmond (treat as a crossing point over a Major River).

6.0 UNION COMMAND RESTRICTIONS

Ignore Section 6.1 altogether. Section 6.2 is modified as below.

6.2 The Union Home Base

The Union Home Base is designated by placing the Supply Base marker in the corresponding Area. Place it Supply Base side up at all times.

6.21 Starting Home Base: Initially, the Union Home Base/Supply Area can be any Area along the northern mapedge, including Area 11 (Overland).

6.22 Shifting the Base: The base may be shifted on any AM turn only to any Area containing an Anchor port symbol during the Union Communications Phase following the occupation of the Area by an effective Union cavalry or infantry unit. This includes the reinforcements from the Army of James disembarking at Area 86 (White House) on Turn 9. Just pick it up and place it in the new Area.

6.23 Restrictions: Any sole occupation of the Union Home Base by an effective Confederate combat unit (infantry, cavalry or artillery) prevents all Union units in the Army of the Potomac from moving closer to Area 77 (Richmond) or the James River the following turn. The Confederate player also receives 5 VPs each turn he solely occupies the Union Home Base. This movement restriction and VP award is in effect only as long as the Area containing the Union Home Base is solely occupied by an effective Confederate unit.

7.0 CONFEDERATE COMMAND RESTRICTIONS

Ignore this module altogether.

8.0 SPECIAL UNITS AND RULES

Ignore Section 8.3 altogether. The other sections are modified as follows.

8.1 Supply Rules

All regular and garrison infantry units, plus artillery units must be in supply or risk having their combat capabilities limited and possibly

becoming ineffective through straggler losses. Leaders and cavalry units are never affected by supply.

8.11 When to Determine Supply Status: Supply status is checked by a Player each AM turn (every other turn) during his Communications Phase, and lasts until the next AM turn when another check is required. Each Player is thus required to check supply status once every two turns.

8.12 Supply Sources: The Union supply source is the Areas containing the Union Supply Base counter. All supplies originate from that Area. The Confederate supply sources is Area 77 (Richmond). All supplies originate from those Areas. Units in a supply source Area are automatically in supply. Units adjacent to the supply source Area are also automatically in supply, unless an enemy unit solely occupies the supply source Area.

8.13 Tracing Supply: If a unit is in or adjacent to an Area that contains a railroad or road, and can trace a path along that railroad or road free of enemy units (do not count dummies, ineffective enemy units, or Leaders) back to a supply source Area(s), then the unit is considered to be in supply (see Rule 8.14 below for tracing supply through mutually occupied Areas).

EXCEPTION: If the adjacent Area containing the railroad or road is across a major river, the supply line may only be traced if a crossing point connects the two Areas.

8.14 Tracing Supply Through Mutually Occupied Areas: In Rules 8.12 and 8.13 above, the supply path may be traced through mutually occupied Areas so long as at least one friendly unit in the Area is either an infantry, artillery or cavalry unit (effective or not). Militia infantry units alone in an Area, dummy units and Leaders do not count for purposes of this rule.

8.15 Out of Supply Effects: Units that are judged to be out of supply suffer the following penalties:

- 1) They may not Force March, and may not recover stragglers, and;
- 2) Their combat strength total is halved (total first, then halve losing any fractions), in addition to any other modifications to combat strength they may be under, and;
- 3) Infantry and artillery units found to be out of supply must roll on the Straggler Loss Table for possible losses. A unit adds +1 to the die roll if this is its third or fourth turn out of supply and +2 if this is the fifth (or more) consecutive turn out of supply. This modifier is cumulative with the Straggler Table die roll modifier for the current weather condition.

8.2 Garrison Units

The Confederate player has one infantry division (Steven's) and one artillery unit (Jones') that are the Richmond Garrison. Use Section 8.2 rules from Lee Takes Command but apply them to these two units only. Ignore the rule requiring the two units to operate only in the Richmond Fortified Zone, they are free to go anywhere.

8.4 Entrenchments

By 1864 both sides realized the effectiveness of well dug-in troops on the defensive, especially the Confederates, whose dwindling numbers were beginning to tell against them. Thrown almost completely on the defensive, the Confederates relied heavily on entrenchments to attempt to slow the Union drives.

8.41 Building Entrenchments: Entrenchments may be constructed by each stack of units a Player has in an Area at any time during a friendly Movement Phase, under the following conditions:

- 1) The unit(s) building the entrenchment consists of at least one infantry or garrison infantry unit (there may be cavalry or artillery units present as well); and,
- 2) The unit(s) will not move during its Movement Phase, and;
- 3) The unit(s) does not attempt to recover stragglers, and;
- 4) The unit(s) will not declare an attack or engage in combat during its Combat Phase.

a. A unit's supply status has no effect on its ability to entrench. Entrenchments may be built in any Area terrain type (including Swamps) except the Richmond Fortified Zone. The presence of other friendly or enemy units, or other entrenchment markers in an Area, has no effect on a unit's ability to entrench, but a maximum of only one entrenchment marker per stack per Area is permitted. More than one stack may entrench at the same time.

EXAMPLE: It would require at least six units, a stack of five units and a stack of one unit, each with at least one real infantry or militia infantry unit in it, to build or maintain two entrenchment markers in the same Area.

NOTE: The Dummy units in this context represent labor parties (or slaves in the case of the Confederacy) used to maintain the entrenchments.

8.42 Procedure: To identify a unit or stack building entrenchments, at the beginning of the Movement Phase place an entrenchment marker on top of the unit(s), pick and shovel side face up. At the end of the Movement Phase, flip the counter over to the entrenchment side and place the marker at the top of the stack.

8.43 Combat Effects of Entrenchments: The Attacker never receives any benefit from having his units occupy entrenchments during combat. If the Defender's units in a Line Position are entrenched, then at the end of each combat round those units suffer one less combat strength point loss than called for by the CICs and FCRT.

EXAMPLE: A defending Line Position required to lose three strength points by the end of the first combat round would only lose two instead.

EXCEPTION: Entrenched defending units that are issued the Counterattack Order that round do not receive any entrenchment benefits. They suffer the full number of combat strength points called for as losses.

8.44 Cavalry and Artillery: While these unit types may not construct entrenchments, these units receive the entrenchment benefit if defending in an entrenched Line Position, either alone or stacked with each other.

8.45 Line Position Deployment Restrictions: If a single stack of units occupying an entrenchment marker is deployed during the Combat Phase into two or more Line Positions, then only one of the Line Positions is considered to be occupying the entrenchment and receives the entrenchment benefit.

a. If there are two or more entrenchment markers in an Area, players may freely mix their units in Line Positions on the Battle Board. Just because a unit is under an entrenchment marker on the map doesn't mean it has to set up in an entrenched Line Position and vice versa.

8.46 Removing Entrenchments: Entrenchments may be removed at any time during the owning Player's turn. If a Player completely vacates an Area (whether voluntarily or not) containing friendly entrenchment markers, they are removed from play. Dummy units may not

solely occupy entrenchments by themselves. If a Player had six units occupying two entrenchment markers between them, and three units left the Area, one entrenchment marker would have to be removed.

8.5 Combat Round Restrictions

This rule is in full effect. Only one round of Combat per turn is permitted.

8.6 Troop Density Level

Players must use the Standard Rules Section 7.6 (Troop Density Level) when playing After the North Anna. It is not an optional rule in this game. Use the Troop Density Levels printed in the Lee Takes Command Charts and Tables.

9.0 VICTORY CONDITIONS

Both players earn and record Victory Points (VPs) for accomplishing certain objectives during the game as per the rules in Lee Takes Command. Points are earned differently as laid out below.

9.01 Confederate: The following VPs are awarded during the Confederate Victory Point Phase of each turn of the scenario:

- 1) 2 VPs for each Union Strength Point loss due to combat since the previous Victory Point Phase.
- 2) 5 VPs for each turn the Union Home Base is solely occupied by an effective Confederate cavalry or infantry unit.

The following VPs are awarded at the end of the game:

- 3) 1 VP for each Union Straggle Loss at game end.
- 4) 2 VPs for each ineffective Union infantry division at game end.
- 5) 1 VP for each effective Confederate infantry division at game end.
- 6) 10 VPs if no effective Union infantry divisions are south of the James River by game end.

9.02 Union: The following VPs are awarded during the Union Victory Point Phase of each turn of the scenario:

- 1) 1 VP for each Confederate Strength Point loss due to combat since the previous Victory Point Phase.
- 2) 1 VP for each turn Lee is unable to trace a LOC to Richmond
- 3) 10 VPs for sole possession of Area 136 (Arrowfield) by any effective Union combat unit.
- 4) 1 VP (maximum) if any effective Union infantry division (no matter how many) is currently adjacent to Area 77 (Richmond).
- 5) 20 VPs for sole possession of Area 77 (Richmond) by any effective Union combat unit.

The following VPs are awarded at the end of the game:

- 6) 1 VP for each Confederate Straggle Loss at game end.
- 7) 2 VPs for each ineffective Confederate infantry division at game end.

At the end of the game, the side with the greatest number of VPs is the winner, tie scores is a draw (but Grant retains command and will grind down the Confederacy within a year).

10.0 SCENARIOS

There is only one scenario in this expansion game.

10.4 "After the North Anna"

This scenario covers all the movements and actions of the Army of the Potomac and the Army of the James under the overall direction of Lieutenant General U.S. Grant. The scenario starts with his leftwards

sidling movement following the stalemate at the North Anna River, to his decision to cross the James River and attempt to take the city of Petersburg. The scenario is 36 turns long and begins on the May 26th AM turn and ends on the June 12th PM turn. Each player's units begin the game already on the map or appear as reinforcements.

Union (1st Player):

Place the following units in Area 4 at start:

The VI Corps:

- Officer Wright
- 2nd Division
- 3rd Division
- VI Corps Artillery

Place the following units in Area 5 at start:

The VI Corps:

- 1st Division

The Cavalry Corps:

- 1st Cavalry Division
- 2nd Cavalry Division

Place the following units in Area 124 at start:

- Entrenchment Marker

The X Corps:

- Officer Gillmore
- 1st Division
- 2nd Division
- 3rd Division
- X Corps Artillery

Place the following units in Area 125 at start:

Army of the James:

- Commander Butler
- James Cavalry Division

Place the Supply Base counter (from the LTC game) in any Area along the north edge of the map at start. The Union Player may initially place up to three dummy infantry units and three dummy cavalry units as well. More are available (up to the limits stated in Section 2.4 of Lee Takes Command) as Union reinforcements arrive.

Union Reinforcements:

On Turn 1 (May 26th AM) at Area 4:

United States Army:

- Commander Grant

Army of the Potomac:

- Commander Meade

The II Corps:

- Officer Hancock
- 1st Division
- 2nd Division
- 3rd Division
- 4th Division
- II Corps Artillery

On Turn 1 (May 26th AM) at Area 6:

The V Corps:

- Officer Warren
- 1st Division
- 2nd Division
- 3rd Division
- 4th Division
- V Corps Artillery

On Turn 2 (May 26th PM) at Area 6:

The IX Corps:

- Officer Burnside
- 1st Division
- 2nd Division
- 3rd Division

- 4th Division
- IX Corps Artillery

On Turn 3 (May 27th AM) at Area 4:

- The Cavalry Corps:
- 3rd Cavalry Division

On Turn 9 (May 30th AM) at Area 86:

- The XVIII Corps:
- Officer W. Smith
 - 1st Division
 - 2nd Division
 - 3rd Division
 - XVIII Corps Artillery

Confederacy (2nd Player):

Place the following units in Area 2 at start:

- One Entrenchment Marker

The I Corps:

- Officer Anderson
- Field's Division
- Kershaw's Division
- I Corps Artillery

The II Corps:

- Officer Ewell
- Rhodes' Division

Place the following unit in Area 3 at start:

- One Entrenchment Marker

The II Corps:

- Early's Division

Place the following units in Area 12 at start:

- One Entrenchment Marker
- Pickett's Division (ind)

The III Corps:

- Officer A.P. Hill
- Mahone's Division
- Heth's Division
- III Corps Artillery

Place the following units in Area 13 at start:

- Commander Lee
- Breckinridge's Division (ind)

Place the following units in Area 14 at start:

- II Corps Artillery
- Hoke's Division (ind)

Place the following unit in Area 22 at start:

The III Corps:

- Wilcox's Division

Place the following units in Area 25 at start:

The Cavalry Corps:

- Fitz Lee's Cavalry Division
- W.H.F. Lee's Cavalry Division

Place the following units in Area 77 at start:

- President Jefferson Davis (from the LTC game)
- Steven's Richmond Garrison

Place the following unit in Area 97 at start:

- Drewry's Bluff Battery

Place the following unit in Area 98 at start:

- Chaffin's Bluff Battery

Place the following units in Area 123 at start:

- One Entrenchment Marker

The Richmond-Petersburg Defense Command:

- Officer Beauregard
- Ransom's Division
- Colquitt's Division

Place the following units in Area 137 at start:

- One Entrenchment Marker

The Richmond-Petersburg Defense Command:

- Whiting's Division
- Jones' Artillery

The Confederate Player may initially place up to seven dummy infantry units and one dummy cavalry unit as well. One more dummy cavalry unit is available as Confederate reinforcements arrive.

Confederate Reinforcements:

On Turn 1 (May 26th AM) at Area 22:

- Hampton's Cavalry Division

11.0 OPTIONAL RULES

All optional rules in Lee Takes Command Module 12.0 may be used for this variant as well except for Section 12.1. If using Section 12.3, the Engineer brigade must stack with Grant.

12.0 HISTORICAL COMMENTARY

General U.S. Grant's reputation for winning battles in the Western Theater brought him great acclaim by the people in the North and this did not go unrecognized by Abraham Lincoln. Thanks in part to his shattering victory at Chattanooga in Nov. 1863, he promoted Grant to Lt. General, in command of all U.S. Forces, on 12 March 1864. Grant would leave Sherman, his trusted subordinate, in command of the western armies for a drive on Atlanta. Grant himself would travel with George Meade and the Army of the Potomac for a drive on Richmond and Robert E. Lee's Army of Northern Virginia.

Prior to his 1864 Overland Campaign, Grant had determined there would be no retreating by the Army of the Potomac, once contact had been made with Lee's Army. He realized that as long as constant pressure was maintained by Federal forces on all fronts, one rebel army could not afford to send troops to assist another rebel army in more dire straits.

Grant's plan was simple - the Army of the Potomac would drive directly south, cross the Rapidan and Rappahannock Rivers above Fredericksburg, swiftly move through the defense and tangled underbrush of the Wilderness and attempt to engage Lee's army in the open. He would have 120,000 men. In the meantime, Major General Ben Butler was ordered to move his 30,000 man Army of the James up the James River, establish and fortify a base at City Point and Bermuda Hundred and be ready to move against Richmond from the south as Grant approached from the north.

Plunging into the Wilderness on 5 May 1864, Hancock's II Corps in the vanguard, followed by the V, VI and Burnside's IX Corps, the Union Army was wary of its old adversary - the Army of Northern Virginia. While Grant was strung out on the narrow roads, Lee struck and the two antagonists became embroiled in a vicious, confused and blind struggle on 5 and 6 May. By the end of the second day, both armies lay exhausted. Lee had bloodied Grant with 17,500 casualties, while suffering 7,500 of his own. Neither side had gained an advantage. Undaunted, Grant decided to move by his left, toward Spotsylvania Court House, in an effort to get between Lee and Richmond. This was a crucial decision. All previous Union advances had always resulted in the Army of the Potomac "calling it a day" and retiring if less than complete success occurred. A faster march by the Confederates, however, allowed Lee to arrive at Spotsylvania first and Grant's army came upon an entrenched enemy on 8 May. Between 9 and 19 May, Grant tried to break the Confederate lines. A massed, 20,000-man assault by II Corps overran a horseshoe-shaped salient on 12 May, yielding 2,000

After the North Anna
Unit Status Sheet - Confederate Forces

Army of Northern Virginia

Commanding Officer: General Robert E. Lee

I Corps: Lt. Gen. Anderson (1-1)
Rpl: Replacement Lt. Gen. (1-1)

Field's Division

□□□□□□□□□□ 4

Kershaw's Division

□□□□□□□□□ 3

I Corps Artillery

□□□□□ 0

II Corps: Lt. Gen. Ewell (1-1)
Rpl: Replacement Lt. Gen. (1-1)

Early's Division

□□□□□ 2

Rhode's Division

□□□□□ 2

II Corps Artillery

□□□□□ 0

III Corps: Lt. Gen. A.P. Hill (2-1)
Rpl: Replacement Lt. Gen. (1-1)

Mahone's Division

□□□□□□□□□□□ 4

Heth's Division

□□□□□□□□□□ 4

Wilcox's Division

□□□□□□□□□□ 4

III Corps Artillery

□□□□□ 0

ANV Cavalry Corps

Hampton's Cavalry Division

□□□□ 1

F. Lee's Cavalry Division

□□□□ 0

W.H.F. Lee's Cavalry Division

□□□□ 0

Department of Richmond and Petersburg:

Gen. P.G.T. Beauregard (1-1)

Rpl: Replacement Lt. Gen. (1-1)

Ransom's Division

□□□□□ 2

Whiting's Division

□□□□□ 2

Colquitt's Division

□□□□□ 2

Steven's Garrison Division

□□□□□ 1

Artillery

□□□□□ 0

Independent Units (from the Departments of Virginia and N. Carolina)

Pickett's Division

□□□□□□□□ 3

Hoke's Division

□□□□□□□□□ 3

Breckinridge's Division

□□□□□ 1

Battle Above the Clouds
Unit Status Sheet - Confederate Forces

Army Of Tennessee
Commanding General: Braxton Bragg

ANV Contingent:

Lt. Gen. Longstreet (2-3)
Rpl: Replacement Lt. Gen. (1-1)

Army Reserve Artillery

☐☐ 0

I Corps: **Lt. Gen. Hardee (2-3)**
 Rpl: Replacement Lt. Gen. (1-1)

Cheatham's Division

☐☐☐☐☐☐ 2

Stevenson's Division

☐☐☐☐☐☐☐ 3

Cleburn's Division

☐☐☐☐☐☐☐☐ 3

Gist's Division

☐☐☐☐☐ 2

I Corps Artillery

☐☐ 0

II Corps: **Maj. Gen. Breckinridge (1-1)**
 Rpl: Replacement Lt. Gen. (1-1)

Hindman's Division

☐☐☐☐☐☐ 2

Bate's Division

☐☐☐☐☐ 2

Stewart's Division

☐☐☐☐☐☐☐ 3

II Corps Artillery

☐☐ 0

Jenkins' Division

☐☐☐☐☐☐☐ 3

McLaws' Division

☐☐☐☐☐ 2

ANV Artillery

☐☐ 0

Army of Tennessee Cavalry Corps

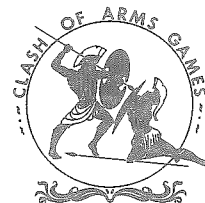
Martin's Cavalry Division

☐☐☐☐☐☐ 3

Wharton's Cavalry Division

☐☐☐☐☐☐ 3

The Art of War



The Art of War

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Astride the Killing Ground

Greetings! Welcome to this colossal Art of War Annual issue. Thanks to a winter of discontent, partially caused by heavy snows and not a few snow jobs, we'd discovered we'd fallen a bit behind in the publishing schedule. This double issue attempts to get us back on track once more. Enclosed you'll find an experimental "freebie" game expansion kit. Write and let us know if you'd like to see more of them.

Vive L'Audience!

- Charlie Spiegel

- Ed Wimble

WHAT'S NEW

Four new items are available. The first you don't even have to buy as it's enclosed with this issue. *Grant Takes Command* is an expansion module for owners of either *Lee Takes Command* or *Autumn of Glory*. Players can use it to simulate Grant's relief of Chattanooga in 1863 and his maneuvers between the North Anna and James Rivers to capture Richmond in the Spring of 1864. If you don't have either game, check out the ad on the back of the 16 page rulesbook. As a special offer to the readers, take \$5.00 off the cover price of either game if you want just one, or get both for \$40.00. Just write Special Offer #23/24 A on the order form.

Jena is the second game in the series pioneered by *L'Armee du Nord*. Covering the fatal clash between the French and Prussian military systems in 1806, *Jena* offers some new thoughts on the relative performances of both sides. Check out the ad on the front inside cover of this issue. As a special offer, current owners of *L'Armee du Nord* can send in a blank French, British, or Prussian flag counter and get *Jena* for \$36.00. Just write Special Offer #23/24B on the order form.

Home Before the Leaves Fall is, of course, our magnificent recreation of that fateful summer of 1914 when nearly 3 million men were set in motion with no way to stop them. Check out the ad on the inside front cover and the special prepublication offer in this insert if you want to save some money.

For miniatures enthusiasts, Dave Reynolds and Charlie Spiegel have teamed up to produce *Rommel's Battles*, a set of six new scenarios for our Clash of Arms system. Only \$19.95, this scenario book focuses on the maturation of Rommel's tactical genius.

COMING SOON

No Sailor But a Fool, Vol. 3 in the *Command at Sea* series, will be available in July 1996. *No Sailor* covers naval smallcraft and inshore operations during WW2, ships and places where the margin for error is very small.

- Charlie Spiegel

The Painters Guide to Command at Sea will be released in July 1996. This WWII ship painting guide by Pat Hreachmack, a noted miniatures modeler, is a general guide for ship modelers on camouflage schemes for all major belligerents. Specific paint matches, techniques, and resources are included in one informative book; condensed from often hard to find sources.

- Charlie Spiegel

The Struggle for Europe - East Front - Our large (2 map) corps level simulation of the Eastern Front in WW2 has reached the art department. Look for a preview article next issue.

-Steve Rawling

The Eagles in Danger - The six days of glory in 1814 are spotlighted by Kevin Zucker in this game currently in its second stage of development. Originally titled, *Le Patrie en Danger*, it features a synthesis of his *Campaigns of Napoleon* and *Napoleon at Leipzig* systems. Write and let us know which title you prefer.

-Ed Wimble

WORKS IN PROGRESS

(Editor's Note: In no case should any of the titles mentioned below be ordered until they're announced for sale. Also if a previously talked about title isn't mentioned here, we haven't abandoned it. There's only so much room and we try to concentrate on what's immanent).

Clash of Arms Games is pleased to announce that we have formally gained the rights to publish the *Harpoon* system. Look for the 4th edition rules and a scenario book in late 1996. More news to follow in our next issue.

- Charlie Spiegel

La Bataille 4th Edition Rulebook: After experiencing some radical health problems, Ed Wimble is once again working on this opus. bits have already appeared on AOL. Look for it by the end of the summer.

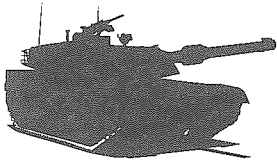
- Ed Wimble

The *Brandy Station* proposal did very well in last issue's Rumor of War. Designer Dave Buchbinder is in the midst of design work. We'd appreciate hearing game system comments from old-timers who enjoyed playing the *War of the Rebellion* system as we prepare a new version of the rules.

- Steve Rawling

Coming Next Issue:

- *Achtung Spitfire!* Campaign Game
- Miniatures Tactics
- Etudes Militaire Number 4
- and a *Struggle for Europe* Preview



Now you can wear the finest in wargaming apparel with any one of three Clash of Arms Games T-shirts! We've reproduced some of our most striking game box covers using a color laser graphic system. The pictures are printed on the front of a high quality 60/40 cotton/polyester blend white T-Shirt, all for a mere \$14.95. Current choices are:

- 1) La Bataille de Mont St. Jean
- 2) Command at Sea
- 3) Achtung - Spitfire!

Sizes range from Medium (M) Large (L) and Extra Large (XL) to Extra Extra Large (XXL). Please indicate the choice and size you want on the order form.

Extra, Extra Read all about Them!

We are constantly asked if we have "extra" components to sell to those of you who have worn out, spilled beverages on, vacuumed, or otherwise rendered *hors de combat* parts of your games. The good news is yes, we have many spare items. Making a specific list is impractical. Use the following as a guide: *Maps and color counters*: \$7.00 each *Black and white counters*: \$4.00 *Game boxes*: \$9.00 *La Bataille* game boxes: \$12.00 *Rule books*: \$5.00 per book. *Cardstock charts*: \$1.00 each. PA residents, Canadians and overseas customers add in the usual sales tax/postage. We will not accept credit card orders under \$15.00 on components (though you could, say buy a \$36.00 game and a countersheet for \$6.00 at the same time). If we do not have what you asked for, we'll send you a refund for the item out of stock.

Opponents Wanted!

As a service, we'll run brief announcements for gamers looking for other gamers to play COAG games. Send in your name, address, what you're looking for, etc. If you want to give a phone #, we'll print it.

1) David Nighswonger, 40 Las Castanetas, R.S.M, CA 92688 (714) 459-0960 - Looking for FTF or PBM opponents for War for the Union, King's War, Landships.

RUMORS OF WAR

The following game proposals are under consideration here at Clash of Arms. Write and tell us what you think. Under no circumstances can these be ordered.

Verdun, A Generation Lost - The ossuaries that dot the landscape about Verdun are grim reminders of one of the greatest bloodlettings of World War I. A sadistic plan by the Germans, calculated to bleed the French Army to death, miscarried and resulted in both armies bleeding to death. *Verdun, a Generation Lost*, simulates this six month grinding match at the company level. Six 34" x 22" maps detail the battlefield at a small scale, allowing a modicum of movement and maneuver, while the terrain itself changes as the dirt is pulverized by shelling. *Verdun* has a scads of counters but employs a very simple game system, emphasizing the power of the defense. Rules covering artillery, airpower, flamethrowers, fortresses, *la Voie Sacree*, and German *Stollen*, are included. Designed by Steve Rawling

Operation Platinfox 1941 - This game covers the German summer offensive in the Arctic to the Litsa River and beyond in an effort to reach Murmansk, Russia's only accessible warm water port where Allied lend lease armaments would eventually arrive. The game has a map stretching from Petsamo to Murmansk and is virtually empty tundra and hills. Each side has 2-3 divisions, unit size is company to battalion level, with a variety of infantry, motorcycles, tanks, aircraft, artillery, HQ leaders, etc. The scale is 2-3 days a turn and about 2 miles a hex. Supply is a major part of the German problems as the roadless tundra and weather created havoc. The German has the ability to create tracks which help in moving supplies. Weather and ground conditions also play a major role. The Germans have limited forces while reinforcements include the newly created and green SS troops, Finnish troops, and questionable air support. The Russians have Siberian troops and Naval marines. The latter may conduct amphibious assaults since Russia rules the ocean with some 10 submarines. This ability to hit the Germans on their flank is a constant problem for them optional rules include more air support, more units. Could the Germans have reached Murmansk? Had they, Russia would have been in true peril. Designed by Perry Moore

Chariotlords - This is a four player game of Biblical times in the Fertile Crescent. A five hour game takes you from the Egypt of Ramasses to the coming of the Medes and the Persians. Players control a coalition of nations (major and minor) centered around the Big Four (Egypt, Assyria, Chaldea and Hatti). There are barbarian invasions (the Cimmerian Horde), Sea Peoples (the Luvians,

Philistines and Achaeans), and fierce hill peoples (Urata and Judah). Jealous gods and mighty kings inhabit the game in which each turn covers about 90 years of history. Across the rich plains rove the *mariannu* or Chariot Lords, but in the hills infantry may survive against these aristocratic warriors. Each nation scores points for occupying territory and fulfilling its historical destiny, and no matter how small each nation has a part to play in building up your final score. Large counters with illustrations of the various peoples. Large map using areas with simple rules. The lucky winners of a Clash of Arms competition can be impaled in the citadel of their choice, and their wives and children sold into slavery - what ever you do, don't ask for errata! Designed by Charles H. Vasey.

The Spanish Civil War 1936-1938 This game would cover the major battles of Jarama, Madrid, Guadalajara, Aragon and Ebro in two maps with a game scale of 1.5 miles a hex and 3 day turns. Scenarios include the battles of Brunette, Valencia, and Teural. Units are battalion and brigade sized, air units are squadron, with leaders and morale playing a major role. The game uses two sequences to show the two different methods each side used: a WWI style and the Blitzkreig style. New weapons are showcased including the Stuka and the ME 109B, the dreaded 88's, Panzer I tanks, Italian troops, Moroccan troops, the International Brigades, Fiat tanks, Italian aircraft, cavalry and trenches! Rules cover amphibious assaults, HQ's, morale, assaults, armor use, and air combat with a variety of air units from France, Germany and Russia. This Perry Moore game would be a serious and definitive treatment of the topic.

Perfidious Albion is an amateur magazine devoted to boardgames and historical simulation. It aims with three to four issues a year to cover how games are doing at giving us the historical experience. As such it does not produce reviews as soon as new games come out (others do that better) nor does it restrict itself to current games (or indeed entirely to boardgames). This can mean PA often holds views different from the majority of gamers. But we have been around since 1976 so I guess we have not suffered too much from such individuality. Most issues exceed 40 pages and cost (for US airmail) just over \$4. If you would like to try a few issues send me a ten or twenty dollar bill (no cheques and it is at your risk) and I will send you the magazines until your credit or your patience run out (send me thirty dollars and we could have a race). You can contact PA via Charles Vasey, 75 Richmond Park Road, London SW14 8JY United Kingdom or cvasey@aol.com

A Special Pre-Publication Offer!

HOME BEFORE THE LEAVES FALL

This year marks the 80th anniversary of the battle for Verdun (the greatest bloodletting of World War I. To mark this event, Clash of Arms Games invites you to participate in a pre-publication offer of our forthcoming release, *Home Before the Leaves Fall*.

In the summer of 1914, Europe exploded in a frenzy of nationalism and slaughter. Even today the conflict is known simply as "The Great War". While young men everywhere enthusiastically answered the call to arms, the general staffs on both sides calmly set into motion their pre-war master plans of annihilation. The notorious French "Plan XVII" called for an immense French offensive in Alsace-Lorraine to shatter the Germans, literally a battering ram of flesh and blood, propelled by valor. More cunning, seven German armies were launched on an epic march. Their "Schlieffen Plan" called for a massive right hook, sweeping through Belgium and Northern France like a deadly scythe. The plan's timetable could not be deviated from if it was to succeed. Surprised but defiant, the soldiers of Belgium fiercely rallied to defend their homes and forts. The invasion drew the United Kingdom into the war to defend the "scrap of paper" guaranteeing Belgium's neutrality. The "Old Contemptibles" of the British Expeditionary Force, perhaps the finest fighting force Britain ever mustered, sailed off to France and the horrors of modern warfare. The troops on both sides knew only one thing for certain. They would all be "home before the leaves fall..."

Home Before the Leaves Fall is the first in a series by Clash of Arms Games covering the period 1865 to 1939, when the Death of Empires convulsed the world and drawing the maps we know today. A time when citizens possessed unbounded faith in their countries and leaders. Created by David Bolt, HBTLF covers that fateful summer in 1914, when the German Empire made its strongest bid for victory in the West. HBTLF continues and refines the system first created for his 1983 Tannenberg campaign game *"The Cossacks Are Coming!"* and also marks the return of Bolt as a war-game designer. *"Cossacks"* received critical acclaim, was featured on the cover of *Fire & Movement* and sold out its first and second printings. Now Dave had introduced a new Standard Rulebook and ten scenarios to compliment a massive campaign game. The scenarios highlight specific army actions during the Battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. HBTLF is ideal for team or club play, offering the challenge of coordinating multiple army movements while adhering to a strict timetable.

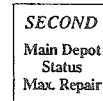
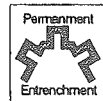
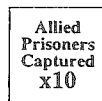
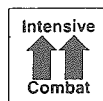
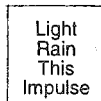
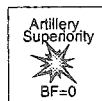
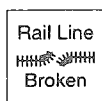
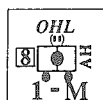
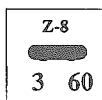
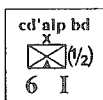
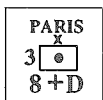
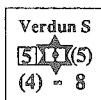
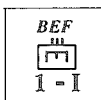
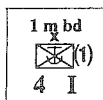
Every brigade, regiment, and airplane squadron is represented in the whopping 2,000+ piece counter mix. Units represent battalions, regiments, brigades, which in turn comprise divisions, corps, and armies and feature full-color period national battle flags combined with an incredible level of unit detail. From Germany's Zeppelin fleet to the taxis of Paris, from numerous German motorized infantry

battalions to the English naval armored car squadron, the Order of Battle detail is amazing. Every unit that marched, rode, or flew that momentous summer is represented in the game, including *Der Kaiser* himself. The game is played at brigade and regiment level from Switzerland to the Channel, from Orleans to Antwerp at 5 miles to the hex.

Owners of both *"The Cossacks are Coming!"* and *Home Before the Leaves Fall* can replay the battles of the Marne and Tannenberg simultaneously. If you have played *The Cossacks Are Coming!* you will want to experience the magnitude of the enormous clash in Western Europe. The Standard Rules span 75 years of warfare (1865-1939). *Home Before the Leaves Fall* is the definitive study on the Marne Campaign of 1914. Anyone with a more than passing interest in the men and maneuvers of the Great War should make room for this one. *Home Before the Leaves Fall* will retail for \$95.00. You can order it now for just \$70.00 (plus the normal sales tax or postage charges). Just write Special Offer #23/24C on the order form. Don't miss out on one the grandest events of history. For the lights are going out all over Europe. We shall not see their likes again.

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Over 2000 Counters
One Standard Rules Book
One Exclusive Rules Book and Scenarios Book with Historical Commentary



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"By Design, Games as Grand as the Times They Portray"

After the North Anna Unit Status Sheet - Union Forces

United States Army Command
Commanding Officer: Lt. General U.S. Grant

The Army of the Potomac
Commanding Officer: Maj. Gen. George Meade

II Corps: Maj. Gen. Hancock (1-3)
Rpl: Replacement Maj. Gen. (0-0)

1st Division
□□□□□□□□ 4

2nd Division
□□□□□□□□ 4

3rd Division
□□□□□□□ 3

4th Division
□□□□□□□ 3

II Corps Artillery
□□□□□□ 0

V Corps: Maj. Gen. Warren (0-1)
Rpl: Replacement Maj. Gen. (0-0)

1st Division
□□□□□□□□ 4

2nd Division
□□□□□□□□ 4

3rd Division
□□□□□□□□ 4

4th Division
□□□□□□□ 3

V Corps Artillery
□□□□□□ 0

VI Corps: Maj. Gen. Wright (1-0)
Rpl: Replacement Maj. Gen. (0-0)

1st Division
□□□□□□□□ 4

2nd Division
□□□□□□□□ 4

3rd Division
□□□□□□□ 3

VI Corps Artillery
□□□□□□ 0

IX Corps: Maj. Gen. Burnside (0-0)
Rpl: Replacement Maj. Gen. (0-0)

1st Division
□□□□□□□ 3

2nd Division
□□□□□□□ 3

3rd Division
□□□□□□□ 3

4th Division
□□□□□□□ 2

IX Corps Artillery
□□□□□ 0

Army of the Potomac Cavalry Corps
1st Cavalry Division

□□□□□□ 2

2nd Cavalry Division
□□□□□□ 2

3rd Cavalry Division
□□□□□□ 2

The Army of the James
Commanding Officer: Maj. Gen. Benjamin Butler

X Corps: Maj. Gen. Gillmore (0-0)
Rpl: Replacement Maj. Gen. (0-0)

1st Division 2nd Division
□□□□□□ 3 □□□□□□ 3

3rd Division X Corps Artillery
□□□□□□ 2 □□□□□ 0

XVIII Corps: Maj. Gen. W. Smith (0-0)
Rpl: Replacement Maj. Gen. (0-0)

1st Division 2nd Division
□□□□□□ 3 □□□□□□ 2

3rd Division XVIII Corps Artillery
□□□□□□ 3 □□□□□ 0

Army of the James Cavalry

James Cavalry Division
□□□□□ 1

Battle Above the Clouds

Unit Status Sheet - Union Forces

United States Army Command:
Commanding General: Maj. Gen. Ulysses S. Grant

Army of the Cumberland (IV and XIV Corps):
Maj. Gen. Thomas (1-3)
Rpl: Replacement Maj. Gen. (0-0)

Army of the Cumberland Reserve Artillery
☐☐☐☐☐☐ 0

IV Corps:
Cruft's Division
☐☐☐☐☐☐ 2

Sheridan's Division
☐☐☐☐☐☐☐☐☐ 3

Wood's Division
☐☐☐☐☐☐☐☐☐ 3

IV Corps Artillery
☐☐ 0

XIV Corps:
Johnson's Division
☐☐☐☐☐☐☐☐ 3

Davis' Division
☐☐☐☐☐☐☐☐ 3

Baird's Division
☐☐☐☐☐☐☐☐ 3

XIV Corps Artillery
☐☐ 0

Army of the Potomac Contingent (XI Corps):
Maj. Gen. Hooker (1-0)
Rpl: Replacement Maj. Gen. (0-0)

Steinwehr's Division
☐☐☐☐☐☐ 2

Schurz's Division
☐☐☐☐☐☐☐ 2

Geary's Division*
☐☐☐☐☐☐ 2

Potomac Artillery
☐ 0

Army of Tennessee Contingent (XV Corps):
Maj. Gen. Sherman (2-2)
Rpl: Replacement Maj. Gen. (0-0)

Osterhaus' Division
☐☐☐☐☐☐☐ 2

M. Smith's Division
☐☐☐☐☐☐☐ 2

Ewing's Division
☐☐☐☐☐☐☐☐☐ 3

J. Smith's Division**
☐☐☐☐☐☐☐☐☐ 3

Tennessee Artillery
☐☐☐ 0

Army of the Ohio:
Commanding General: Maj. Gen. Ambrose Burnside

Ohio Artillery
☐☐ 0

IX Corps: Maj. Gen. Potter (0-1)
Rpl: Replacement Maj. Gen. (0-0)

Ferraro's Division
☐☐☐☐☐ 2

Hantranft's Division
☐☐☐☐☐ 2

XXIII Corps: Maj. Gen. Manson (0-1)
Rpl: Replacement Maj. Gen. (0-0)

Boyle's Division
☐☐☐☐☐☐ 3

White's Division
☐☐☐☐☐☐ 2

Hascall's Division
☐☐☐☐☐☐ 2

United States Cavalry Corps:

Sanders' Cavalry Division	Foster's Cavalry Division
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2

*Note: Geary's Division was actually from the Union XII Corps

*Note: J. Smith's Division was actually from the Union XVII Corps

Confederate prisoners and 20 guns, but still Lee's lines held. Grant suffered another 17,000 casualties against 9-10,000 Confederate losses, during 10 days of fighting.

Meanwhile, Butler had managed to land the Army of the James, comprising the X and XVIII Corps, at City Point on 5 May, without opposition. Butler felt he could cut off Richmond from the south that day, but his corps commanders - Gillmore and Smith, disagreed. He instead decided to drive on Drewry's Bluff, the strong Confederate Fort Darling, seven miles south of Richmond on the James River. Having completed three miles of impregnable entrenchments across the neck of Bermuda Hundred, Butler launched his attack on Fort Darling on 15 May. The local Confederate Commander, Pierre G. T. Beauregard, gathered together all his available forces in the form of the divisions of Hoke, Ransom and Colquitt and launched a counterattack, driving the Union Army back into the entrenchments at Bermuda Hundred. Pickett's Confederate division was ordered up from Petersburg whereupon the Confederate forces built their own entrenchments opposite Butler, thereby effectively bottling up and neutralizing the Army of the James.

Grant again shifted the Army of the Potomac south and east on the night of 20-21 May. Alert to the danger to his right flank, Lee moved on the same night to a position behind the North Anna River. He had about 50,000 men and deployed his three corps in a strong S-shaped position. The Army of the Potomac, almost double Lee's strength, arrived opposite the Army of the Northern Virginia on 23 May. The VI Corps was crossing the river, on the Union right, when it was attacked by Hill's III Corps. VI Corps forced its way across following a sharp struggle that cost each side over 600 casualties and Hill retired to his entrenchments. On the Union left, Hancock's II Corps encountered opposition from Ewell's II Corps and crossed only part of his command. Hancock completed his crossing on 24 May, while on the Federal right center the V Corps also moved south of the river to a position east of VI Corps. On Grant's left center, however, the IX Corps remained north of the river, finding the apex of the Confederate position, held by Anderson's I Corps, too strong to attack. Grant was now vulnerable to attack, with his army split into three widely separated parts. However, the Confederate high command could not take advantage of this situation - both Lee and A.P. Hill were sick. Ewell was exhausted from trying to fight on one leg and Anderson (filling in for Longstreet who had been wounded in the Wilderness battle) was inexperienced. Following two days of light skirmishing Grant again marched his army by his left flank toward Cold Harbor, ten miles northeast of Richmond. Lee moved with him, keeping the Confederate Army in front of the Confederate capitol.

Aggressive as always, Lee hurried I Corps forward to seize Cold Harbor. Early on 1 June the Confederates attacked toward the crossroads, occupied only by two cavalry divisions under Phil Sheridan. The Federals barely managed to hold their ground until VI Corps arrived at 9 a.m. to repulse the assault. Both armies then moved into position, facing each other on a seven-mile front stretching roughly north-south between Totopotomoy Creek and Chickahominy River. The XVIII Corps had been ordered to join the Army of the Potomac from Bermuda Hundred and, along with VI Corps, counterattacked Anderson at 6 p.m., but failed to break the Confederate line. The 2,200 Federal casualties demonstrated the new-found effectiveness of entrenched defenders.

Grant resolved to take advantage of his numerical superiority - 108,000 men against the 59,000 available to Lee. At 4:30 a.m. on 3 June he ordered three of his corps to launch a massive assault to gain the Confederate Center and right flank, held by I and III Corps, respectively. From right to left, the attacking Federals were XVIII, VI and II Corps. The Union troops ran into a murderous frontal and enfilade fire. It was probably the best defensive position the Army of Northern Virginia ever occupied. Within an hour the assault had been stopped all along the line with 7,000 Union troops dead or wounded. Lee's losses were less than 1,500. General George Meade called off the attack and his troops dug in where they were halted. The two armies fought from their respective trenches, within a hundred yards of each other, for the next eight days.

The costly repulse at Cold Harbor caused Grant to change his tactics. In the month-long drive on Richmond he had suffered more than 50,000 casualties, in contrast to Lee's losses of 30,000. On the night of 12-13 June Grant began a southward march to cross the James River. By circling east of Richmond to attack Petersburg, some 23 miles south of the Confederate Capitol, he hoped perhaps to find a "soft underbelly" to exploit.

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Vol. VI, Number 7. Civil War Times Illustrated, November 1967
Boatner III, Mark M. The Civil War Dictionary, David MacKay Co. N.Y. 1967
Eggenberger, David. A Dictionary of Battles, Crowell, 1969

13.0 CREDITS

Design: Gary Selkirk

Development: Greg Myers

Counter Artwork: Tom Hannah

TURN RECORD TRACK

1 AM MAY 26	2 Rain PM MAY 26	3 AM MAY 27	4 PM MAY 27	5 AM MAY 28	6 PM MAY 28	7 AM MAY 29	8 PM MAY 29	9 AM MAY 30
10 PM MAY 30	11 AM MAY 31	12 PM MAY 31	13 Heat AM JUNE 1	14 Heat PM JUNE 1	15 Heat AM JUN 2	16 Rain PM JUN 2	17 AM JUN 3	18 Rain PM JUN 3
19 AM JUN 4	20 PM JUN 4	21 AM JUN 5	22 PM JUN 5	23 AM JUN 6	24 PM JUN 6	25 AM JUN 7	26 PM JUN 7	27 AM JUN 8
28 PM JUN 8	29 AM JUN 9	30 PM JUN 9	31 AM JUN 10	32 PM JUN 10	33 AM JUN 11	34 PM JUN 11	35 AM JUN 12	36 PM JUN 12

The Battle Above the Clouds

1.0 INTRODUCTION

The Battle Above the Clouds is a two player operational level game covering U.S. Grant's campaign to break the siege of Chattanooga. Players must own a copy of Autumn of Glory by Clash of Arms Games in order to play the game. The Autumn of Glory map and some of the counters and most markers are used. The game uses all the Standard Rules and most of the Exclusive Rules from Autumn of Glory as well, along with the charts and tables, except where noted below. These rules are organized to mirror the Autumn of Glory rules as much as possible.

The situation is this; the Union Army of the Cumberland has been trapped in Chattanooga following the successful Confederate battle at Chickamauga. Braxton Bragg, commander of the Confederate Army of Tennessee has been unable to take the city and has badly scattered his forces all over in an attempt to do too much with too little. Heavily reinforced with troops and the top leadership talent from all over the North, the combined Union Armies face a much-weakened, but still deadly rebel force. The objective of the Union player is shatter the rebel army. Failing in that, the Union Player must at least lift the siege of Chattanooga while holding onto Knoxville. The Victory Conditions reflect the situation of both armies at the conclusion of the game. The game lasts 10 turns and begins on the Nov. 15th-16th turn. It ends at the conclusion of the Dec. 3rd-4th turn. The Union player is the First Player.

1.01 Game Scale: As in Autumn of Glory, each turn is two days long.

2.0 PRE-GAME ACTIVITIES

There are no pre-game activities in The Battle Above the Clouds. Ignore this Module in the Rulesbook.

3.0 ARMY ORGANIZATION

The following rules set out the background material governing the way the opposing armies are organized.

3.1 The Armies

There are three distinct forces operating in the game. The United States Army Command is comprised of the Army of the Cumberland (under Thomas), plus the Union contingents from the Army of the Potomac (under Hooker) and the Army of the Tennessee (under Sherman). The Army of the Ohio under Burnside in Knoxville is a separate second force belonging to the Union player. The Army of Tennessee under Bragg is the sole Confederate force.

3.2 Leaders

There are two types of Leaders present in the game - the "Commanders", Grant, Burnside, and Bragg, and "Officers", who represent the individuals who led the Union and Confederate Corps. All Leaders in The Battle Above the Clouds are subject to the Standard Rules governing their actions.

3.21 Union Chain of Command: The United States Army Command's overall Commander is Grant, who has no replacement (he cannot become a casualty). Under him are the three Union Officers Thomas,

Sherman and Hooker, who are replaced by a generic Union 0-0 Replacement Officer should any of them become casualties.

a. The Army of the Ohio's overall Commander is Burnside, who has no replacement (he cannot become a casualty). Under him are two Union Officers, Potter and Mansfield, who are replaced by a generic Union 0-0 Replacement Officer should either become a casualty.

3.22 Confederate Chain of Command: In this game the Confederate player is back to a rigid command structure as Bragg conducted a purge of all disloyal elements following the Battle of Chickamauga. The Confederate overall Commander is Bragg (he cannot become a casualty). Under him are three Confederate Officers, Breckinridge, Hardee, and Longstreet, who are replaced by the generic Confederate 1-1 Replacement Officer should any of them become a casualty.

3.3 Formations

The following information is used to help identify the formation to which a unit belongs.

3.31 Union: The principal Union Formation is the Corps or Contingent. There are six separate Union Corps or Contingents in the game. Each Corps or Contingent counts as a separate formation. All Union infantry units and Officers are printed with a Roman Numeral (or Letter) identifying the Corps or Contingent to which they belong. This indicator is important in both tracing LOCs and in combat.

a. The Army of the Cumberland is led by Officer Thomas. All such units are marked with a "C". Under him are two separate Corps, the IV and the XIV. Each Corps counts as a separate formation, but Thomas is the Officer for both.

b. The Army of the Potomac Contingent (composed principally of the Union XI Corps) is led by Officer Hooker. Units are marked "P" and "XI". All units in this contingent count as one formation.

c. The Army of the Tennessee Contingent (composed principally of the Union XV Corps) is led by Officer Sherman. Units are marked "T" and "XV". All units in this contingent count as one formation.

d. The Army of the Ohio consists of two Corps, the IXth and the XXIII, led by Officers Potter and Manson respectively. Each Corps counts as a separate formation, reporting to its own Officer. Both Officers are under Burnside.

3.32 Confederate: The principal Confederate formation is also the Corps or Contingent. Each Corps or Contingent counts as a separate formation. Confederate infantry units and Officers are printed with a specific formation identifier, either a Roman Numeral or Letters.

a. The Army of Tennessee consist of three distinct formations, I and II Corps under Officers Hardee and Breckinridge respectively, plus the Army of North Virginia (ANV) Contingent led by Officer Longstreet.

3.4 Dummy Units

Both sides are restricted as to the number of dummy units they may have on the map at any one time. A player may use a number of dummy cavalry units equal to the number of real cavalry units he currently has in play, up to the limit provided in the counter mix. A player may use a number of dummy infantry units equal to one half (rounded up) the number of real infantry units he currently has in play, up to the limit provided in the counter mix.

4.0 SPECIAL TERRAIN AND THE OFF BOARD DISPLAY

Use all the rules found in Module 4.0 in Autumn of Glory. No changes here. In addition, the railroad bridge connection between Cleveland

and Athens is out of commission. Players may not move directly between those two areas over the Hiwassee River.

5.0 LINES OF COMMUNICATION AND SUPPLY

The following information details each side's Home Area for Line of Communications (LOC) and Line of Supply (LOS) purposes.

5.1 Lines Of Communication (LOCs)

Both sides are required to trace LOCs between their combat units and Officers, Officer and Commanders, and Commanders and Home Areas, in order to claim credit for occupying Victory Areas. In all cases, LOCs between units, Officers and Commanders follow the Standard Rules (see Module 6.0) except where noted below.

5.11 Union LOCs: The Union Player has two different armies and thus two different LOC requirements. Rule 6.4 in the Standard Rules is modified as follows.

a. The Union United States Army Command's initial Home Area is Area 27 (Bridgeport). Place the Union Army of the Cumberland Home Base marker there. United States Army Command units occupying Areas on the OBD must trace LOCs back to that Area as well. If and when there are no Confederate units in an Area with, or adjacent to, an Area containing the Memphis and Charleston rail line west of Chattanooga, then Area 33 (Chattanooga) may become the Union Home Area. Place the Army of the Cumberland's new Home Area marker in Area 33. The Union player must now trace the LOC from Grant to Area 33. In this case, the Union Player may no longer trace his LOC back to Areas 27. Area 33 may become mutually controlled in a subsequent game turn, this has no effect on its status as the new Union Home Area.

NOTE: In reality, the Tennessee River, along with the Memphis & Charleston railroad, exiting off the west edge of the map is being used to funnel supplies to Area 33.

b. As noted above, Area 33 may become the Union Home Area. If the Union Player evacuates or loses Area 33, he may not revert back to using Area 27 for his Home Area (he will also be out of supply and probably lose the game. See Section 5.2 below). Union Western Command occupying Areas on the OBD trace LOCs back to Chattanooga once it becomes the new Union Home Area.

c. The Union Army of the Ohio's Home Area is Knoxville on the OBD. Place the Army of the Ohio's Home Area marker in Knoxville. Knoxville may be mutually controlled and still remain the Army of the Ohio's Home Area. If the Union Player evacuates or loses Knoxville, he loses his Home Area (he will be out of supply as well. See Section 5.2 below).

NOTE: In all cases above, infantry units claiming Victory Points must be able to trace a LOC to their Officer, and from their Officer to Grant (or Burnside), and from Grant (or Burnside) to the current Union Home Area in order to claim Victory Points held by the Union player.

5.12 Confederate: The initial Confederate Home Area is Area 61 (Ringgold). If this Area is lost or voluntarily evacuated, the Confederate player may declare his new Home Area to be Area 106 (Rome). Place the Army of Tennessee New Home Area marker in that Area.

a. Confederate units/Officers on the OBD must be able to trace a LOC to their Officer/Commander (Bragg) to avoid the penalties for no LOC as stated in the Standard Rules.

NOTE: Again, infantry units claiming Victory Areas must be able to trace a LOC to their Officer, and from their Officer to Bragg, and from Bragg to the current Confederate Home Area (Ringgold or Rome) in order to claim Victory Point.

5.2 Lines of Supply (LOS)

Not too many changes here. Use all the rules from Module 5.0 in Autumn of Glory except as noted below.

5.21 Union LOS: United States Army Command units are considered to be in supply if they can trace a LOS from the Area containing the unit (exclusive) back to the unit's Home Area (inclusive) of six Areas or less. Army of the Ohio infantry and artillery units are considered to be in supply if they can trace a LOS from the Area containing the unit (exclusive) back to Knoxville of four boxes (or Areas) or less.

a. If Chattanooga becomes the United States Army Command's new Home Area, the LOS range for its units remains at six Areas.

5.22 Confederate LOS: The Confederate LOS range no longer varies. Throughout the game, Confederate infantry and artillery units are considered to be in supply if they can trace a LOS from the Area containing the unit (exclusive) back to the unit's Home Area (inclusive) of four Areas or less.

a. Knoxville may be used as a "spare" Home Area for supply purposes provided the Confederate player can capture it and if all the areas on the OBD and Areas on the map connected by the rail line are free of Union units. In this case, units are in supply if they are within two Areas of Knoxville on the OBD.

EXAMPLE: Having captured Knoxville on Turn 3, on Turn 4, a LOC free of Union units from Knoxville to Ringgold exists. Thus, Confederate units within two Areas of Knoxville are in supply.

6.0 SPECIAL UNION ARMY RULES

Ignore Section 6.3 in Autumn of Glory and modify Sections 6.1 and 6.2 as below.

6.1 Battlefield Collapse

Historically the rebel army suffered extreme privations during the siege of Chattanooga. Plus they had about a month of watching more and more well supplied Union reinforcements pile into the city. Morale was correspondingly low and the troops panicked and broke when Thomas's main assault hit them. In order to simulate this possibility, the Confederate player only will be eligible to suffer a battlefield collapse instead of the Union.

6.11 Procedure: All battlefield collapse procedures in Battle above the Clouds are exactly the same as Autumn of Glory except the rebel strength point limit is 20 SPs, not 40. So any area containing 20 or more SPs is eligible to collapse and will do so on a roll of 1-3, not a 1 or 2. Only the Confederates may collapse and only when defending. It still may happen only once a game.

6.2 Burnside's Inertia

Despite being ordered to cooperate with Grant, Burnside pretty much acted as an independent commander throughout the campaign. To simulate this, using the following rules to govern Burnside's army.

6.21 Movement Restrictions: Until a physical link up with Grant occurs, the units comprising the Army of the Ohio will only be allowed to move during the Movement Phase on a die roll of a five or six, rolled at the start of the Movement Phase. If a five or six is rolled, then any or all Army of the Ohio units may move one box on the OBD (or Area on the map) as the Union player sees fit, even splitting up. Otherwise, no unit may move. If the Union player forgets to roll for Burnside, the opportunity is wasted. Army of the Ohio units may freely attack and defend if eligible otherwise to do so.

EXCEPTION: Army of the Ohio units are always free to move closer to Knoxville. No die roll is required in this case.

6.22 Linking Up: If Burnside enters onto the map, or if Grant enters the OBD, and both occupy the same Area at the start of the Union Communications Phase, a link up is assumed to have occurred. Remove the Burnside counter. The Army of the Ohio now simply becomes the IX and XXIII Corps, two separate Union Formations under their own Officers reporting to Grant. These units may move freely each turn (subject to the usual rules governing movement). They now trace communications and supply like any other United States Army Command unit.

7.0 SPECIAL CONFEDERATE ARMY RULES

Ignore Sections 7.1, 7.2, 7.3, and 7.4. Section 7.5 is modified as follows.

7.5 The Cumberland Gap

The important pass through the Appalachian Mountains at Cumberland Gap is represented by a box on the OBD. In The Battle Above the Clouds, the box is considered occupied by Union forces at the start of each game. There is no Union garrison Unit, the Cumberland Gap is simply considered Union held. If the Confederate player occupies it, it becomes rebel territory. The Union will have to retake it.

8.0 WEATHER

Players must use the historical weather during the game printed on the Turn Record Track and use the weather condition printed there for that turn's weather. All rules from Sections 8.1 and 8.2 are in effect except the weather will never be Heat.

9.0 VICTORY CONDITIONS

Victory in the scenario is based upon inflicting casualties and disorganization upon the opposing side as well as occupying key cities. Both players may claim Victory Points (VPs) for achieving these objectives according to the following schedule:

9.11 Union Victory Points:

Each Confederate casualty at game end - 1 VP
 Each Confederate straggler at game end - 1 VP
 Each Confederate ineffective division at game end - 3 VPs
 Sole possession of Chattanooga at game end - 5 VPs
 Sole possession of Knoxville at game end - 5 VPs
 Control the Cumberland Gap - 1 VP

9.12 Confederate Victory Points

Each Union casualty at game end - 1 VP
 Each Union straggler at game end - 1 VP
 Each Union ineffective division at game end - 2 VPs
 Sole possession of Chattanooga at game end - 10 VPs
 Sole possession of Knoxville at game end - 10 VPs
 Control the Cumberland Gap - 1 VP

10.0 THE SCENARIOS

10.1 The Battle Above the Clouds

There is only one scenario in the variant kit. The scenario is 10 turns long and covers the raising of the siege of Chattanooga and Longstreet's repulse outside Knoxville.

Union (1st Player):

Place the following units in Area 22 at start:

- Officer Sherman
- M. Smith's Division

Place the following units in Area 21 at start:

- Ewing's Division
- J. Smith's Division
- Army of the Tennessee Artillery

Place the following units in Area 30 at start:

- Officer Hooker
- Cruft's Division
- Geary's Division
- Osterhaus' Division

Place the following units in Area 33 at start:

- Commander Grant
- Officer Thomas
- Army of the Cumberland Reserve Artillery
- Sheridan's Division
- Wood's Division
- IV Corps Artillery
- Baird's Division
- Johnson's Division
- Davis' Division
- XIV Corps Artillery
- Schurz's Division
- Steinwehr's Division
- Army of the Potomac Artillery

Place the following units in Knoxville (OBD) at start:

- Commander Burnside
- Army of the Ohio Artillery
- Sander's Cavalry Division
- Foster's Cavalry Division
- Officer Potter
- Ferraro's Division
- Hartranft's Division
- Officer Manson
- Boyle's Division
- White's Division
- Hascall's Division

Reinforcements: None

Confederacy (2nd Player):

Place the following units in Area 34 at start:

- Officer Hardee
- Cleburne's Division
- Hindman's Division
- Gist's Division
- I Corps Artillery

Place the following units in Area 32 at start:

- Stevenson's Division
- Cheatham's Division
- II Corps Artillery

Place the following units in Area 42 at start:

- Officer Breckinridge
- Stewart's Division
- Bate's Division
- Army Reserve Artillery

Place the following unit in Area 43 at start:

- Commander Bragg

Place the following units in Loudon (OBD) at start:

- Officer Longstreet
- Jenkin's Division
- McLaws' Division

- Wharton's Cavalry Division
- Martin's Cavalry Division
- ANV Artillery

Reinforcements: None

Special Rules: The Union Player must be in at least mutual possession of Lookout Mountain before he can attack Missionary Ridge on a following turn. If Confederate units move into Area 33, they must initiate combat. If the Union units occupying Area 33 do not withdraw or are not eliminated, the attacking Confederate units must return to the Area(s) from which they came.

12.0 OPTIONAL RULES

Players should agree beforehand to use any of the rules listed below. Section 12.1 only.

13.0 HISTORICAL COMMENTARY

The Battle of Chattanooga

Following the federal defeat at Chickamauga, Major General William S. Rosecrans withdrew into Chattanooga, behind entrenchments. Confederate commander General Braxton Bragg failed to pursue the beaten Union Army vigorously and decided to lay siege to the city instead. The Confederate Army occupied the formidable heights of Missionary Ridge as their central position and Lookout Mountain anchoring their left, which also overlooked the Federal supply line from Bridgeport, Alabama. The Army of the Cumberland was now threatened with starvation, and spurred the Lincoln administration into decisive action.

Sizable Union reinforcements were ordered to Chattanooga. Joseph Hooker left Manassas with the XI and XII Corps and started arriving at Bridgeport five days later, on 30 September. Strategic use of the railroads moved 20,000 men and 3,000 horses and mules 1,157 miles in less than three weeks. By 15 November, 17,000 men from Major General William Sherman's Army of the Tennessee had arrived at Bridgeport. Rosecrans was relieved from command and George Thomas (the "Rock of Chickamauga") was placed as head of the Army of the Cumberland. Major General Ulysses S. Grant was put in overall command and arrived at Chattanooga 23 October.

During the night of 26 October, Hooker was able to cross the Tennessee River and secure a bridgehead at Brown's Ferry. Geary's division repulsed a Confederate night attack 28-29 October at Wauhatchie and finally opened a supply route to Chattanooga.

Bragg realized he had lost his opportunity to retake Chattanooga and decided to weaken his forces by sending Longstreet and Wheeler against Burnside at Knoxville. This move greatly concerned Grant and the Washington officials, however Grant correctly reasoned that the best way to help Burnside was to launch an attack against Bragg. He therefore ordered Thomas Forward, on 23 November, to seize Orchard Knob and Indian Hill, the chief outposts of Bragg's main Missionary Ridge position. With this accomplished, the Confederate troops of Major General John Breckinridge fell back to the main defensive line.

On 24 November, Sherman crossed the Tennessee River to take up a position against Bragg's right flank, north of Missionary Ridge. Hooker, meanwhile, attacked eastward between the Tennessee River and Lookout Mountain. Finding the position weakly held, the divisions of Geary, Osterhaus and Cruft stormed up the 1100 foot height and swept Cheatham's Confederates from Lookout Mountain following a sharp fight. This engagement has come to be known as the "Battle above the Clouds" because of the low fog.

On 25 November, Grant ordered Sherman and Hooker to assault both of Bragg's flanks simultaneously, but neither made any progress. He then sent Thomas forward in a frontal attack designed to secure the lowest of the three Confederate defensive lines on Missionary Ridge. The attack carried the works, but the Federal troops found themselves exposed to fire from the upper lines and, without orders, continued to ascend the ridge. In long V-shaped lines, the Army of the Cumberland, Wood's division in the lead, gained the heights and drove the startled Confederates headlong in retreat. Only Cleburne's division managed to hold. Bragg withdrew that night toward Dalton, while Hardee's corps covered the rear. Within an hour and a half Bragg's army had been routed with a loss of 2,000 prisoners. His defeat at Chattanooga cut a vital lateral line of communications in the South and opened the way for a Federal drive on Atlanta.

Grant employed 56,359 troops at Chattanooga. His losses were 753 killed, 4,722 wounded and 349 missing. Of Bragg's 64,165 troops, 361 were killed, 2,160 were wounded and 4,146 missing.

14.0 CREDITS

Game Design: Gary Selkirk and Stephen Rawling

Development: Stephen Rawling

Counter Artwork: Tom Hannah

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TURN RECORD TRACK

NOV 15-16 1	NOV 17-18 2	NOV 19-20 3	NOV 21-22 4	NOV 23-24 Rain 5
NOV 25-26 6	NOV 27-28 7	NOV 29-30 8	DEC 1-2 9	DEC 3-4 10

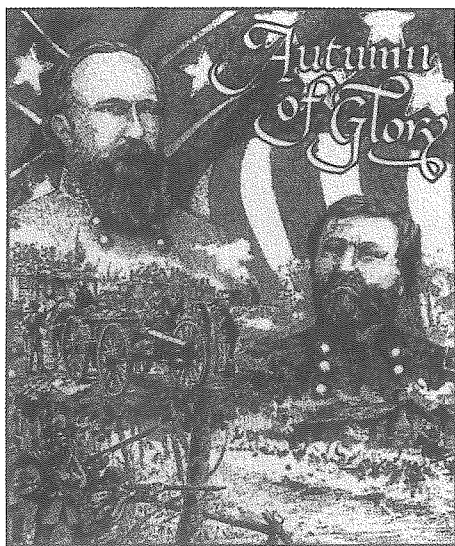
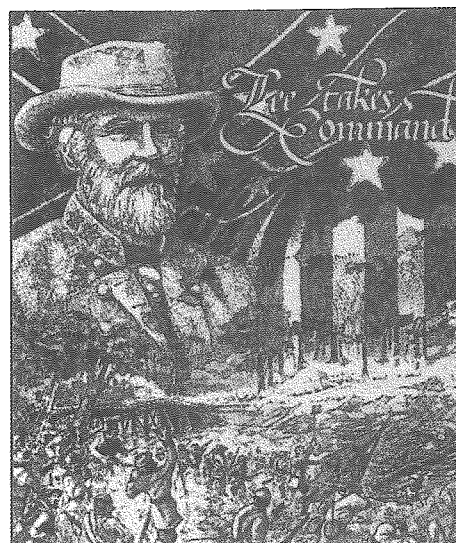
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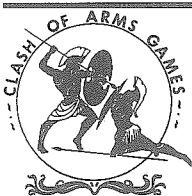
On the afternoon of September 19, 1863 some 12,000 men of General James Longstreet's I Corps detrain in Ringgold, Georgia, joining General Braxton Bragg and the understrength *Army of Tennessee* along the banks of the Chickamauga River. Due to federal successes along the battlefront, this secret movement from Virginia has taken almost two weeks to accomplish instead of three days as planned. Hurried to the front to fight in a battle already underway, the next day, Longstreet's I Corps roars through a gap between divisions in the Union *Army of the Cumberland*. The federals are sent reeling in a disorganized retreat all the way to Chattanooga, Tennessee. With the victory at "The River of Death", the South's last Autumn of Glory begins.

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advancing French, but with a change of heart the scrappy Bennigsen led them back into the field. The gauntlet being thrown down, Napoleon accepted, and nearly lost his right arm at Pultusk. Afterwards, while the French rested in their cantonments on the mud-choked Polish plain, Bennigsen stole a march and very nearly took off the Emperor's left arm in the north. Had Ney not flagrantly disobeyed orders, and advanced into Bennigsen's path, thereby alerting Napoleon to what was afoot, the whole complexion of the campaign might have changed. "An army vigorously attacked in cantonment, before it has had time to rally, may lose half its force."² At Eylau, the French were decimated, and from that day began the decline of the army of Austerlitz. Indeed, there was a complete turnover in the ranks by the end of the campaign.

Diplomatic Consequences of Russia's Inability to Support Danzig

(see issue Nr. 1, page 3)

In March, winter commenced in earnest, and neither side dared to venture forth until spring. Kamensky's³ relief attempt of May, 1807 resulted from the Russian and Prussian armies' inability to take the field *en masse*—the reason being a lack of fodder. "They thought, therefore, of waiting till the grass was high enough to feed the horses. It was the same reason that detained Napoleon on the Passarge. But he had no important fortress to save; every day, on the contrary, brought him strength."⁴ Both sides planned to begin operations in early June, when the new grass would be high enough.

Negotiations that might have brought Austria into the coalition failed because of Bennigsen's inability to support Danzig. With the fall of the great harbor, further Coalition resistance was pointless, but within a week the Russians assaulted the exposed troops of Ney's command, in the hope of making a brave showing before a final peace parley. This goal was fairly accomplished at Heilsberg. Had Bennigsen then retired in good order, his sovereign might have treated on a more equal footing at Tilsit.

To wait for Napoleon on the Pregel, the right on Königsberg, left on Wehlau, to fall back in good order upon the Niemen, to entice the French into the recesses of the empire, avoiding great battles, would have been the only rational conduct on the part of the Russian general, and as subsequent experience has shown, the only wise course.⁵

The Opposing Armies

In this great contest of 1807 the advantages of the opposing troops tended to cancel each other, and campaigning led only to bloody stalemated battles. Attacking suited the active and intelligent French infantry and helped the flexibility of their formations and quick reactions to tell most effectively. The solid and unshakable Russian soldier, with a strong faith in his sovereign and plenty of vodka, was an immovable object on the defensive. With the infantry thus gridlocked, battles often became great artillery duels, and this campaign saw the first massed-batteries employed.

² Thiers, p. 526

³ The son of Kaimenskoi, who commanded the army briefly in December.

⁴ Thiers, p. 509

⁵ Thiers, p. 527

The Kossacks proved their worth in this terrain; armed with lances, they terrorized the French. These hardy warriors, like their horses inured from birth to hardships of all sorts, felt but little the starvation and cold. At the outposts of the armies in cantonment, the Cossacks were a continual embarrassment to the French light cavalry. "Accustomed from childhood to the use of the lance, the Cossack was more than a match for the horseman armed only with a sword, or for any but a very expert lancer."⁶ They could strike tellingly if the cavalry had just charged, especially heavy cavalry. After passing through Russian infantry—exhausted, their horses blown—the French cuirassiers crumbled and suffered terribly before a charge of Kossacks.⁷

Russian Infantry Division, Bennigsen's Army (December 1806)

Unit Type	Composition	men	total bns.	total men	guns
Infantry Regiments	3 battalions	660	6 x 3 = 18	11,880	
Heavy Cavalry	10 squadrons	132		1,320	
Light Cavalry	10 squadrons	132		1,320	
Heavy Artillery	2 batteries	120		240	24
Light Artillery	3 batteries	120		360	36
Horse Artillery	1 battery	90		<u>90</u>	<u>9</u>
Total				15,210	69

The four divisions at this strength, the 2nd, 3rd, 4th and 6th, totaled 47,500 infantry, 11,000 cavalry, and 2,700 artillerists manning 276 guns. In addition Bennigsen had 4,000 Cossacks, three headquarters battalions, and 900 pioneer/engineers. He lost five Strength Points of artillery (80 guns) during the retirement to Pultusk/Golymin in December.⁸

Russian Infantry Division, Buxhowden's Army (December 1806)

Unit Type	Composition	men	total bns.	total men	guns
Infantry Regiments	3 battalions	400	6 x 3 = 18	7,200	
Heavy Cavalry	10 squadrons	84		840	
Light Cavalry	10 squadrons	84		840	
Heavy Artillery	2 batteries	50		100	18
Light Artillery	3 batteries	50		150	27
Horse Artillery	1 battery	50		<u>50</u>	<u>9</u>
Total				9,180	54

The 5th, 7th, 8th and 14th divisions following this table—depleted after Austerlitz—comprised 29,000 infantry, 7,000 cavalry and 1,200 artillerists manning 216 guns.⁹

⁶ Petre, p. 35

⁷ Petre, p. 34

⁸ Petre, p. 34

⁹ Petre, p. 37

FRENCH ARMY STRENGTHS

Date	Gde	I	III	IV	V	VI	VII	VIII	Cav	Res	Tot
Oct	8012	21667	31874	34305	22077	20831	18429		18493		175688
Battle	0	-37	0	0	-172	0	0		-500		-709
Attr.		-467	-2938	-1845	-500	-1564	-757		-1368		-9439
Repl.	713	0	0	0	339	0	0				1052
Attach. ³³				-3500					3004		-496
Change	713	-504	-2938	-5345	-333	-1564	-757		1136		
14 Oct	8725	21163	28936	28960	21744	19267	17672		19629		166096
Battle	0	-800	-7052	0	-1667	-1666	-1667				-12852
Attr. ³⁴	-2973	-1000	-1401	-831	-3902	-1000	-1000		-1000		-13107
Repl.		1396	2792	1397	1396	1396	1396		1397		11170
Attach.				566							566
Change	-2973	-404	-5661	1132	-4173	-1270	-1271		397		
24 Nov ³⁵	5752	20759	23275	30092	17571	17991	16401	20684	20026		172557
Battle		-700	-2014								-2714
Attr.	-758	-5924	-500	-2812	-4425	-3431	-3997	-6594	-2326		-30767 ³⁶
Repl.			1596		6384		1596				9576
Attach.											
Change	-758	-6624	-918	-2812	1959	-3431	-2401	-6594	-2326		
15 Dec ³⁷	4994	14135	22357	27280	19530	14566	14000	14090	17700		148652
Battle		-500	-1500		-7000	-300	-1318				-10618
Attr.			-1000	-2100					-2700		-5810
Repl. ³⁸	2205	4148	1890	2644	5689	734	3318	3893			24521
Attach.			-2000								
Change	2205	3648	-2610	544	-1311	434	2000	3893	-2710		
Jan ³⁹	7199	17783	19747	27824	18219	15000	16000	17893	14990		154745
Battle		-2375		-2660		-850					-5885
Attr.	-1441	-2700					-899				-5040
Repl.		351	912	2689	711	1464			4887		11014
Attach.		4000									4000
Change	-1441	-724	912	29	711	614	-899		4887		
27 Jan	5758	17059	20659	27853	18930	15614	15101		19877		140851
Battle			-175	-2785		-1900					-4860
Attr.	-95	-1000	-5458	-2318	-1000	-345	-1696		-566		-12478
Repl.											
Attach.											
Change	-95	-1000	-5633	-5103	-1000	-2245	-1696		-566		
8 Feb	5663	16059	15026	22750	17930	13369	13405		19311		123513
Battle	-1000	-1000	-5007	-10000	-1400	-1500	-7640		-2500		-30047
Attr.	-500	-1000	-500	-800	-800	-1000	-800		-500		-5900
Repl.	5347	11406	19257	17442	11270	6937	0		6010		77668
Attach.		2482	828	828			-4965				-828
Change	3847	11888	14577	7469	9070	4437	-13405	-2983	3010		
1 Apr	9510	28947	29603	30219	28000	17806	0	15000	22321		181406
Battle		-2000		-1200							-3200
Attr.	-288	-2868				-297		-813	-5768		-10034
Repl.			1001	2187	4143						7331
Attach.											
Change	-288	-4868	1001	987	4143	-297		-813	-5768		

³³ Grouchy's Cav. Div. joined Cavalry Reserve late.

³⁴ Not including 981 men from Gde, 716 from I Corps and 923 from III Corps temporarily detached (escorting prisoners).

³⁵ Gde. str. and V Corps str. is for 11/11, III Corps for 11/12.

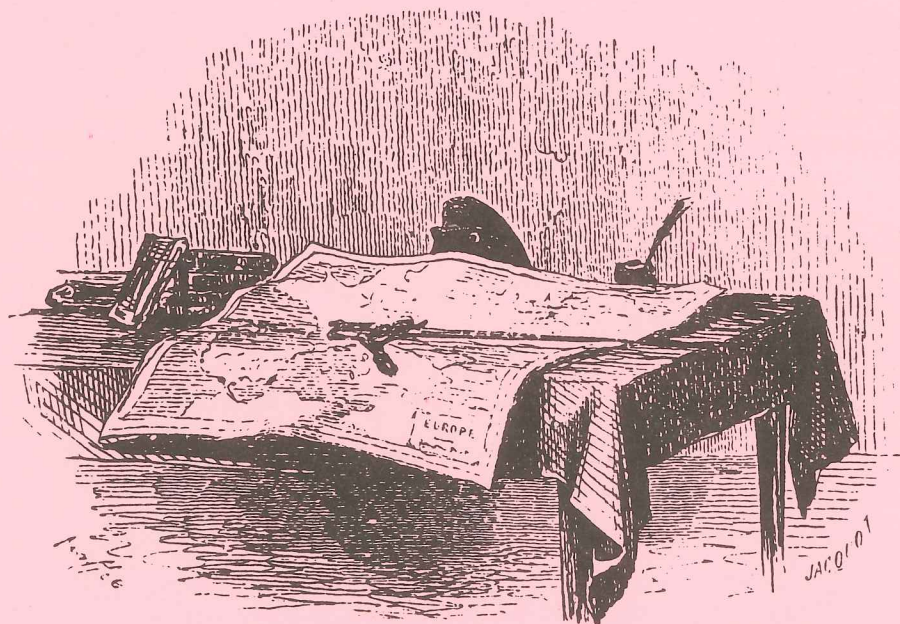
³⁶ Including about 10,000 grenadiers removed to form Oudinot's Division.

³⁷ Gde str. is for 11/20, V Corps is 11/30; I Corps, VI Corps and VIII Corps are 12/25.

³⁸ Tilly (1119) added to I Corps.

³⁹ Petre gives different strengths on p. 177n. Gde figure here reduced arbitrarily by 2,000.

Date	Gde	I	III	IV	V	VI	VII	VIII	Cav	Res	Tot
16 May ⁴⁰	9222	24079	30604	31206	32143	17509	0	14187	16553	30000	205503
Battle		-550		-1200	-200	-2000					-3950
Attr.	-1326	-1002	-1713	-6	-500	0		-1201	-1000	-1000	-7748
Repl.						1191					1191
Attach.										-10173	-10173
Change	-1326	-1552	-1713	-1206	-700	-809		-1201	-1000	-11173	
7 Jun	7896	22527	28891	30000	31443	16700		12986	15553	18827	184823
Battle		-2000	-2000	-8711	-850	-2000		-2000	-2126	-2284	-20821
Attr.		-400	-100	-200	-500	-150		-1000	-75	-500	-2925
Repl.	3000										3000
Attach.											
Change	3000	-2400	-2100	-8911	-1350	-2150		-3000	-2201	-2784	
29 Jun	10896	20127	26791	21086	30093	14550		9986	13352	16043	164077
Tot Batl	-1000	-9925	-17748	-26556	-11017	-10216	-10625	-2000	-4626	-2284	-94947 ⁴¹
Tot Attr	-7381	-15894	-10672	-9067	-11127	-6223	-8392	-9608	-13945	-1500	-93809
Tot Repl	10552	17301	27448	26359	29593	11722	6310	3893	12294		145472 ⁴²



LETTERS TO THE EDITOR

Please mail your comments on Études Militaires to Clash of Arms Games
The Byrne Bldg. #205, Lincoln and Morgan Sts., Phoenixville, PA 19460
or e-mail them to kzucker@charm.net@inet#

⁴⁰ Gde. str. is for 5/1, I Corps is for 5/20.

⁴¹ Totals do not include October 1806

⁴² Total from beyond theatre, 113000, plus recovered invalids, 32472 = 145472

(Con't. from Page 10)

and its lack of speed often gave the initiative to its enemies in air combat. In summary, the Saetta was a great airplane, but not so great of a warplane. It was better to be in than a Falco during combat but, it was not the ideal solution. It would take the mating of a powerful and stream-lined liquid cooled in-line engine to a Saetta airframe to make it a first class fighter. This version of the plane, produced later in the war and known as the Macchi C.202 "Folgore", with 300 extra horsepower proved to be an outstanding fighter, but, that is a different story.

Scenarios

The following six scenarios feature these four new aircraft. Some of the scenarios require data cards from *Achtung-Spitfire!* to play.

Stringbags In Trouble, 4 September 1940

Background: Following the outbreak of war, the British Royal Navy moved to consolidate its holdings and bases in the Mediterranean as quickly as possible. The Isle of Rhodes, in the Aegean Sea, which was occupied by Italy after WWI, contained a number of airbases that posed a threat to the Royal Navy so attacks were undertaken to neutralize these. Four squadrons of bomb-armed Swordfish from HMS Illustrious and HMS Eagle undertook predawn raids on the 4th of September causing slight damage. Unfortunately, due to delays, thirteen Swordfish from HMS Eagle arrived a few hours after the initial attacks, at daybreak, and into the teeth of alerted defenses. The Italians had already scrambled their agile C.R.42 Falcos which intercepted the vulnerable "Stringbags" shooting down four of them for no losses. The Swordfish, already proven vulnerable in other fighting, typically opted for night attacks but, as in this instance, it wasn't always possible.

Map: Blue Sky

Aircraft:

Allied Six F. Swordfish Mk.1
Axis Four Fiat C.R.42 Falco

Set Up: Place the Swordfish in the these six hexes: 2826, 2725, 2925, 3123, 3023, 3223. All are facing E, wings level, at speed 2.0, and altitude level 4. Place the Falcos in hexes 2321, 2221, 2220, and 2119, all facing NNE, wings level at altitude 4.5 and speed 4.0.

Game Length: 20 game turns.

Notes:

1. The Swordfish are each loaded with six 250lb. bombs. (12 load points), making them over-loaded (max speed 2.0).
2. The Swordfish must simply try to survive while retaining bombs to drop later on

the Italian airfield. If a Swordfish elects to jettison bombs, all must be dropped at once (partial load dropping is not allowed).

3. Both sides score points normally and additionally, each bomb still carried by a Swordfish at the end of turn 20 gives the British player 0.5 bonus points.

4. All crews from both sides are regulars. Roll for special pilot characteristics.

Falco Prey, 14 November 1940

Background: In late October of 1940, Italy invaded Greece with 10 army divisions. The Italian troops were backed by over 300 fighters and bombers of the Regia Aeronautica (Italian Air Force). However, the rough terrain of Greece and fierce resistance by the small Greek army quickly stalled the Italian offensive. On the 14th of November, a counter-offensive was launched and, in support of it scattered raids were conducted by small groups of unescorted Greek bombers. The Greek bombers were too few to be effective, however, and were vulnerable without escort to the numerous Italian fighters. This scenario depicts the struggle of a 32 Mira (squadron) Blenheim IV to survive its raid on an Italian airfield this day. Two had set out, but one had been hit by AAA and it exploded during the bomb run damaging the second. The second was then set upon by three Falcos and a running battle occurred in which it suffered a lot of additional damage but finally escaped. Its gunner claimed one Falco shot down.

Map: Ground Terrain

Aircraft:

Allies One Blenheim IV
Axis Three C.R.42 Falcos

Set Up: Place the Blenheim in hex 3015, facing SE, at altitude 3.0 and speed 4.0, wings level. Place the three Falcos in hexes: 2224, 2024 and 2122, all facing NNE, at altitude 4.0, speed 5.0, wings level.

Game Length: Until the Blenheim is shot down or exits East edge of map.

Notes:

1. The Blenheim has two points of damage on it already. It is no longer carrying bombs, having completed its bomb run moments earlier.
2. The Italian pilots are all regulars. Roll for special characteristics. The Blenheim pilot is a regular as well.
3. The Blenheim wins by surviving and escaping. The Italians win by shooting it down.

Scenario Variation: On the same day, two Greek Fairy Battles tasked to attack the same

Italian airfield were caught taking off from a forward base by patrolling Falcos. One Battle was severely shot up, but both ultimately escaped. For this variant, set up the Falcos at altitude 1.0 instead and replace the Blenheim with two F. Battles one each in hexes 2827 and 3036, both facing SSE. They are altitude 0.2 and speed 2.0, wings level having just taken off. They are each loaded with four 250lb. bombs and must seek to exit the East edge of the map with their loads. The Greek player wins by exiting both off the East edge, or exiting at least one and downing one or more of the Italians. The Italians win by downing both Battles.

Biplanes Over Greece, 28 November 1940

Background: The Hellenic Air Force had barely 100 aircraft to resist the Italian invasion with less than half of these being fighters. Almost immediately, the Greeks, who had tried to remain neutral at the start of WWII, asked for Allied aid. The RAF responded quickly by immediately deploying two Squadrons of Gladiators into Greece from Egypt. Moving directly to airfields at the front, the Gladiators soon became embroiled in almost daily encounters with Italian aircraft. On many occasions, the RAF Gladiators fought with Italian Fiat C.R.42 Falcos. These encounters always evolved into furious and confusing dogfights. This scenario depicts one such altercation in which six Gladiators of No. 80 Squadron engaged ten C.R.42s of No. 150* Gruppo. Historically, the Gladiators came out on top, claiming seven kills and two probables for the loss of one Gladiator shot down and four damaged, two of them severely. In reality, the Italians lost only three Fiats while suffering damage to two others. They claimed four Gladiators shot down and one probable, thus considering themselves to have won slightly. Over claiming was a common occurrence before the advent of gun cameras.

Map: Ground Terrain

Aircraft:

Allied Four Gladiator Mk.1
Axis Four Fiat C.R.42 Falco

Set Up: Place the Gladiators in hexes 2230, 2330, 2131 and 2232, all facing NW, at altitude 10.0 and speed 4.0. All are wings level. Place the Falcos in hexes 2528, 2628, 2428 and 2527, all facing E, at altitude 11.0, speed 5.0. All are banked level.

Game Length: 20 game turns.

Notes:

1. The Gladiators do not see the Falcos on game turn one, they must fly straight

ahead at cruise power and doing no banking, turning, or other maneuvering. They must remain at altitude 10.0. On game turn two, they are free to maneuver as desired.

2. All pilots are regulars, roll for special characteristics.

3. Victory points are scored normally, the winner is the side having the most points.

Hurricane Ace Swats Three, 28 Feb. 1941

Background: Following a hectic fight in which he shot down two Italian B.R. 20 bombers and then escaped five Italian fighters intent on revenge, Flt. Lt. "Pat" Pattie dashed back to his base and landed. Minutes later he was airborne again in a fresh Hurricane. Returning alone to the scene of his previous fight he found three C.R. 42 Falcos in formation slowly making their way back to the Italian lines. Flt. Lt. Pattie surprised them, spraying bullets at all three from close range. One immediately pitched into a vertical dive apparently out of control. The British ace pursued it for a moment but then pitched back upwards after the other two. He was surprised to find no sign of them, instead spotting two parachutes serenely drifting down in the distance. He claimed two sure kills (the parachuted pilots) and a probable (the diver) from this successful ambush. All in all, it was a good day for the ace.

Map: Ground Terrain

Aircraft:

Allied One Hurricane Mk. IA
Axis Three C.R. 42 Falco

Set Up: Place the three Falcos all in hex 3030 (fixed formation) facing W at speed 4.0 and altitude 8.0, all wings level. Place the Hurricane in hex 3035, also facing W at speed 6.0 and altitude 7.5, also wings level.

Game length: 20 game turns.

Notes:

1. The Falcos are surprised, and have no radios. They must fly straight and level for two game turns at cruise power. They are free to break formation and maneuver as desired at the start of the third game turn.

2. If a Falco suffers damage before the third turn, it is freed individually from surprise and may maneuver freely on the game turn following the one in which it was damaged. If a Falco explodes or catches fire due to damage, all are freed to maneuver as desired on the next game turn.

3. The Falco pilots are all regulars, roll for special characteristics.

4. Flt. Lt. Pattie is a veteran-ace-crack shot.

5. The Italians win by shooting down Flt. Lt. Pattie while having at least one Falco

still in play. Flt. Lt. Pattie wins by downing at least two out of three Falcos by the end of the scenario without being severely damaged or shot down himself. All other results are a draw.

Macchi Strafing Attack, 26 March 1941

Background: In early March, the Italians began re-equipping some of their biplane fighter units with the newer Saetta fighters. These were rapidly placed into action and, in a bid to gain air superiority over Greece, they began a series of strafing raids on English airfields. On this day, M.C. 200s of 153rd Ompo strafed Paramythia airbase destroying a Gladiator and burning an unserviceable Wellington on the ground. They also encountered a flight of No. 112 Squadron Gladiators over the field which they engaged in a dogfight. One Gladiator was damaged in the air battle but the RAF pilots thought they had also nailed a Macchi in return. In fact, none were lost and all returned safely to base.

Map: Ground Terrain

Aircraft:

Allied Two Gladiator Mk. I
Axis Four Macchi C.200 Saetta

Set Up: Place both Gladiators in hex 2636, facing S, at altitude 5.0 and speed 4.0. Their wings are banked right. Place the four Macchis in hexes: 4308, 4305, 4407 and 4606, all at altitude 5.0, speed 5.5, and wings level. **Ground Unit Set Up:** Place two parked Gladiators and one parked Wellington in the following hexes respectively: 3232, 3032 and 2230. Place two entrenched twin-Lewis 7.7mm AAA guns, one each in hexes 3329 and 2132. Place three trucks in hex 3333.

Game length: 20 game turns.

Notes:

1. Generate all pilots from the "Good" quality tables.

2. The Wellington already has 18 hits on it from previous strafes. The Italians can only earn points for damage beyond this.

3. The parked Gladiators are unmanned and may not take-off

4. The Italians get equal points for Gladiators damaged or destroyed on the ground or in the air. The British get double points for each Macchi damaged or destroyed. The side with the most points wins.

Dogfight Over Malta, 12 June 1941

Background: Malta, an island fortress sitting astride the sea-lanes of the Mediterranean less than 100 miles South of Sicily proved to be a relentless thorn in the side of the Axis. Essentially, an unsinkable aircraft carrier, Malta

was constantly pounded by the German and Italian Air Forces. In response to the high attrition caused by these attacks, RAF fighters were continuously being ferried into Malta to replenish the defense and RAF bombers often used the field as a staging base for attacks on Sicily and Italy. On this day, eighteen recently arrived Hurricanes engaged a similar number of Macchi Saettas in a large dogfight over the Island. One Saetta was actually lost and another damaged, while two Hurricanes were shot down and one damaged. The RAF pilots claimed five kills while the Italians more optimistically claimed nine kills and two probables.

Map: TMG then Blue Sky

Aircraft:

Allied Four Hurricane Mk. IA
Axis Four Macchi C.200 Saetta

Set Up: The Macchis are at 16,000, speed 5.0 and are defenders on the TMG. The Hurricanes are the attackers at 18,000 and begin in the D band of the 3:00 line on the TMG. The sun is in the left front arc of the Macchis. Turn one on the TMG is complete. Tactical scale play begins with the start of turn two.

Game length: 5 tactical scale turns max, followed by a 20 turn combat.

Notes:

1. Set up for combat scale play is determined from tactical scale play on the TMG. The RAF player must commit to combat by the beginning of turn six if the Italian doesn't do so before had. If he is not in position to do so, he automatically loses. The Italians are not allowed to attempt to escape.

2. The RAF pilots are regular, green, regular, green. The Italians are all regulars. Roll for special characteristics.

3. The Italians get double points for any Hurricane damage or kills. The RAF player gets normal points for any damage or kills to the Saettas whether resulting from combat or from fuel starvation.

4. The RAF player may ignore fuel requirements as he is within a few miles of Malta. The Italian pilots have used 30 minutes of their endurance already and the trip back to Sicily requires 30 more.

5. The side with the most points wins.

Sources for all scenarios:

Air War for Yugoslavia, Greece and Crete 1940-1941 by Chris Shores, Brian Cull and Nicola Malizia; published by Grub Street in London.

Malta, the Hurricane Years, by Chris Shores, Brian Cull and Nicola Malizia; published by Grub Street in London.

Gladiator Mk.II

A/C Type: Short Range Day Fighter
 Engine(s): One Bristol Mercury VIIIA
 Eng. Pwr: 980-1130HP Radial, Air Cooled, No F.I.
 A/C Crew: Pilot

Maximum Speed: 257 MPH at 14,500
 Maximum Ceiling: 32,900 / NA / NA Feet

Defense Factor: 5 Size Modifier: +0
 Damage Factor: 5 / 7 Endurance: 135
 Cockpit View: Poor Blind Area: Rear Low

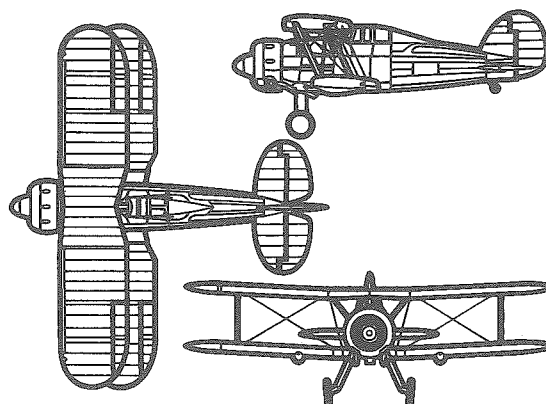
Protection: Cockpit +0 Fuel +0 Engine +0

Climb Decel / Dive Accel: 3.0 / 1.0
 Weight and Load Limit: NA

Wpn. Stations	Weight	Allowed Loads
None	NA	NA

Country: Great Britain

Service Entry Date: December 1938



Class: F

Victory Points: 2 - 5

AIRCRAFT PERFORMANCE CHART

Altitude Levels	Band	Minimum Speed	Maximum Speed	Maximum Dive Spd.	Min. TT (1)	Min. HT (1)	Min. BT (2)	Min. ET (2)	Altitude Levels	Band	Average Rate Of Climb
43+	UH	—	—	—	—	—	—	—	UH	43+	—
37 - 42	EH	—	—	—	—	—	—	—	EH	37 - 42	—
31 - 36	VH	2.0	4.0	8.5	2.5	4.0	4.5	5.5	VH	31 - 36	600
25 - 30	HI	1.5	4.5	8.5	2.5	3.5	4.0	4.5	HI	25 - 30	1,200
19 - 24	MH	1.5	4.5	8.5	2.0	3.0	3.5	4.5	MH	19 - 24	1,800
13 - 18	ML	1.5	5.0	8.0	2.0	3.0	3.5	4.0	ML	13 - 18	2,300
7 - 12	LO	1.0	5.0	7.5	2.0	2.5	3.0	3.5	LO	7 - 12	2,700
1 - 6	VL	1.0	4.5	7.0	1.5	2.5	3.0	3.0	VL	1 - 6	2,400

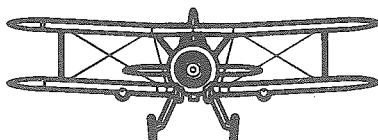
FIRE POWER CHART

Guns	Type Weapons	Ammo	Criticals
N1	Two .303 Calibre Br.	17	4
W1	One .303 Calibre Br.	10	4
W2	One .303 Calibre Br.	10	4

GUN ATTACK FACTORS

Range	N1	W1	W2	—	(Total)
0	12	6	6	—	24
1	9	5	5	—	19
2	6	3	3	—	12
3	4	2	2	—	8
4	3	1	1	—	5
5	2	1	1	—	4
6	—	—	—	—	—
7	—	—	—	—	—

Note: Ring and Bead gunsight only.

WEAPON STATIONS DIAGRAM

No Weapons Stations

POWER VERSUS SPEED CHART

Levels	Band	1.0 - 4.5	5.0 - 7.5	8.0 - 9.5	10.0 +	Band
43+	UH	—	—	—	—	UH
37 - 42	EH	—	—	—	—	EH
31 - 36	VH	1.0	—	—	—	VH
25 - 30	HI	1.5	—	—	—	HI
19 - 24	MH	3.0	—	—	—	MH
13 - 18	ML	4.0	2.0	—	—	ML
7 - 12	LO	5.0	3.0	—	—	LO
1 - 6	VL	5.0	—	—	—	VL
Banking FPs:		1	2	4	NA	
Side Slip FPs:		1	3	6	NA	

NOTES AND VARIANTS:

• **Performance:** The Gladiator's max attainable level speed -1.0 is always its combat cruise speed regardless of altitude.

• **Gladiator Mk. I:** February 1937 production model with Bristol Mercury IX engine and two blade fixed-pitch wooden prop. Ceiling= 32,300 and reduce all average ROC nos. by 400 FPM. Reduce VL and LO max level speeds by 0.5. All else as Gladiator Mk.II

• **Malta Gladiators, June 1940:** Fictionalized as Faith, Hope, and Charity, a small unit of slightly modified Gladiators did defend Malta for a short time. These A/C had pilot armor added and used two-pitch Blenheim props. As MK. II except increase all avg. ROC nos. by 200 and cockpit prot.= +1.

Fairy Swordfish Mk.I

A/C Type: Carrier Based Torpedo Bomber
 Engine(s): One Bristol Pegasus IIIM 3
 Eng. Pwr: 650-690 HP Radial, Air Cooled, No F.I.
 A/C Crew: Pilot, gunner, observer (recon only)

Maximum Speed: 139 MPH at 4,700
 Maximum Ceiling: 11,000 / 9,500 / 7,500 Feet

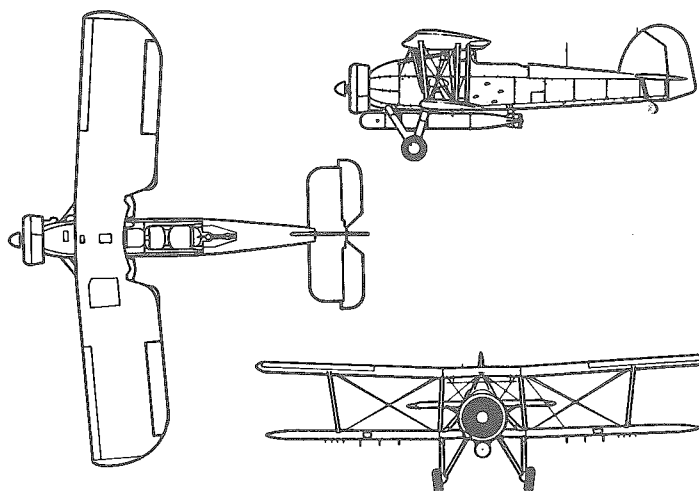
Defense Factor: 5 Size Modifier: +0
 Damage Factor: 5 / 8 Endurance: 270
 Cockpit View: Fair Blind Area: 6:00 line low
 Protection: Cockpit +0 Fuel +0 Engine +0

Climb Decel / Dive Accel: 3.0 / 1.0
 Weight and Load Limit: 2,100 / 3 - 7

Wpn. Stations	Weight	Allowed Loads
1-4, 12-15	100	Bombs, Flares
5-7, 9-11	250	Bombs
8	1650	Torpedo, Bombs, Fuel Tnk.

Country: Great Britain

Service Entry Date: July 1936



Class: LT

Victory Points: 3 - 6

AIRCRAFT PERFORMANCE CHART

Altitude Levels	Band	Minimum Speed	Maximum Speed	Maximum Dive Spd.	Min. TT (1)	Min. HT (1)	Min. BT (2)	Min. ET (2)	Altitude Band	Levels	Average Rate Of Climb
43+	UH	—	—	—	—	—	—	—	UH	43+	—
37 - 42	EH	—	—	—	—	—	—	—	EH	37 - 42	—
31 - 36	VH	—	—	—	—	—	—	—	VH	31 - 36	—
25 - 30	HI	—	—	—	—	—	—	—	HI	25 - 30	—
19 - 24	MH	—	—	—	—	—	—	—	MH	19 - 24	—
13 - 18	ML	—	—	—	—	—	—	—	ML	13 - 18	—
7 - 12	LO	1.5	2.5	5.0	2.0	3.0	3.5	4.0	LO	7 - 12	300
1 - 6	VL	1.0	2.5	4.5	1.5	2.5	3.0	3.5	VL	1 - 6	600

FIRE POWER CHART

Guns	Type Weapons	Ammo	Criticals
N1	One .303 Cal. Vickers	11	4
DG	One .303 Vickers K.	18 (6x3)*	4

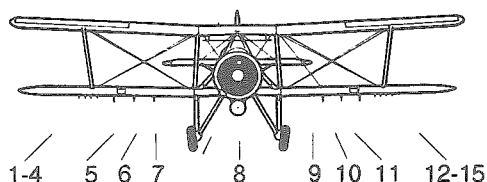
* See Chapter 10 for gun reloading rules.

GUN ATTACK FACTORS

Range	N1	—	DG	—	(Total)
0	4	—	4	—	4
1	3	—	3	—	3
2	2	—	2	—	2
3	1	—	1	—	1
4	1	—	1	—	1
5	1	—	1	—	1
6	—	—	—	—	—
7	—	—	—	—	—

Note: Ring and Bead gunsight only.

WEAPON STATIONS DIAGRAM



POWER VERSUS SPEED CHART

Levels	Band	1.0 - 4.5	5.0 - 7.5	8.0 - 9.5	10.0 +	Band
43+	UH	—	—	—	—	UH
37 - 42	EH	—	—	—	—	EH
31 - 36	VH	—	—	—	—	VH
25 - 30	HI	—	—	—	—	HI
19 - 24	MH	—	—	—	—	MH
13 - 18	ML	—	—	—	—	ML
7 - 12	LO	1.5	—	—	—	LO
1 - 6	VL	2.0	—	—	—	VL
Banking FPs:		1	2	NA	NA	
Side Slip FPs:		1	3	NA	NA	

DEFENSIVE GUN COVERAGE:

DG: All rear arcs, plus 3:00 and 9:00 lines, high to low, except 6:00 line = high+ only.

• **Performance:** The Swordfish's max attainable level speed is also its combat cruise speed. If loaded, reduce all power nos. by 0.5 and all avg. ROC by 100 FPM; no other effects apply. If over-loaded, treat it as if loaded by the normal rules. A/C has slatted wings.

NOTES AND VARIANTS:

• **Loads:** Station 8 may carry a 69g drop tank (weight= 550, load= 3.5 / 2.5, +110 endurance), or two 500lb. bombs, or one bomb, mine, or torpedo of up to 1,650lb. Each wing may support not more than 750lb. of load. Stations 6 and 10 may be over-loaded to 500lb. each. An internal 60g fuel tank may be added if observer not carried (weight= 450, load= 1.0 / 0.0, +100 endurance).

Fiat C.R.42 "Falco"

A/C Type: Short Range Day Fighter
 Engine(s): One Fiat A.74 R1C.38
 Eng. Pwr: 740-840HP Radial, Air Cooled, No F.I.
 A/C Crew: Pilot

Maximum Speed: 312 MPH at 14,800
 Maximum Ceiling: 33,500 / 27,500 / NA Feet

Defense Factor: 5 Size Modifier: +0
 Damage Factor: 6 / 9 Endurance: 120
 Cockpit View: Fair Blind Area: *Rear Low

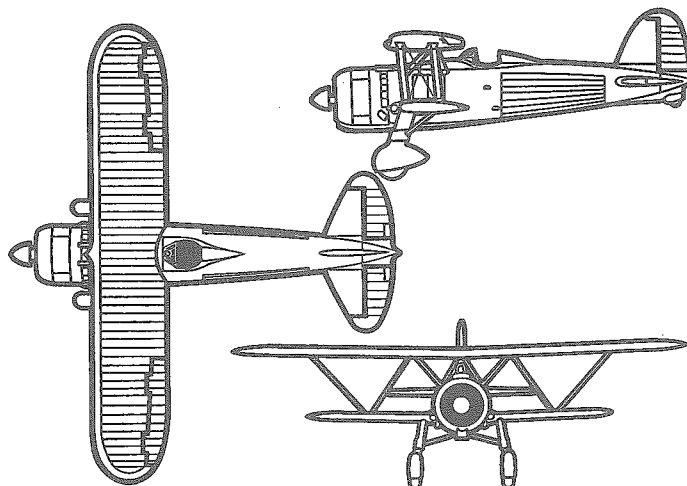
Protection: Cockpit +0 Fuel +0 Engine +0

Climb Decel / Dive Accel: 3.0 / 1.0
 Weight and Load Limit: 440 / 2 - NA

Wpn. Stations	Weight	Allowed Loads
1, 2	220	Bomb, Search Light

Country: Italy

Service Entry Date: May 1939



Class: F

Victory Points: 2 - 5

AIRCRAFT PERFORMANCE CHART

Altitude Levels	Band	Minimum Speed	Maximum Speed	Maximum Dive Spd.	Min. TT (1)	Min. HT (2)	Min. BT (2)	Min. ET (3)	Altitude Levels	Band	Average Rate Of Climb
43+	UH	—	—	—	—	—	—	—	UH	43+	—
37 - 42	EH	—	—	—	—	—	—	—	EH	37 - 42	—
31 - 36	VH	2.0	4.0	9.0	3.0	4.5	5.5	6.5	VH	31 - 36	500
25 - 30	HI	2.0	4.5	9.5	3.0	4.0	5.0	5.5	HI	25 - 30	1000
19 - 24	MH	2.0	5.0	9.5	2.5	3.5	4.5	5.0	MH	19 - 24	1700
13 - 18	ML	1.5	5.5	9.0	2.5	3.5	4.0	4.5	ML	13 - 18	2300
7 - 12	LO	1.5	5.0	8.5	2.0	3.0	3.5	4.0	LO	7 - 12	2300
1 - 6	VL	1.5	4.5	8.0	2.0	2.5	3.0	4.0	VL	1 - 6	2400

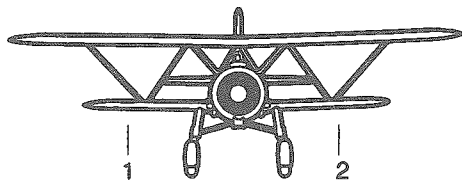
FIRE POWER CHART

Guns	Type Weapons	Ammo	Criticals
N1	One 12.7mm Breda S.	19	3
N2	One 12.7mm Breda S.	19	3
(or N2)	One 7.7mm Breda S.	19	4

GUN ATTACK FACTORS

Range	N1	N2	—	(N2)	(Total)
0	7	7	—	4	14 / 11
1	5	5	—	3	10 / 8
2	4	4	—	2	8 / 6
3	3	3	—	1	6 / 4
4	2	2	—	1	4 / 3
5	1	1	—	1	2 / 2
6	1	1	—	—	2 / 1
7	—	—	—	—	—

WEAPON STATIONS DIAGRAM



POWER VERSUS SPEED CHART

Levels	Band	1.0 - 4.5	5.0 - 7.5	8.0 - 9.5	10.0 +	Band
43+	UH	—	—	—	—	UH
37 - 42	EH	—	—	—	—	EH
31 - 36	VH	1.0	—	—	—	VH
25 - 30	HI	2.0	—	—	—	HI
19 - 24	MH	4.0	1.0	—	—	MH
13 - 18	ML	5.0	2.0	—	—	ML
7 - 12	LO	6.0	3.0	—	—	LO
1 - 6	VL	6.0	—	—	—	VL
Banking FPs:		1	1	3	5	
Side Slip FPs:		1	2	4	6	

NOTES AND VARIANTS:

- **All Fiat C.R.42s:** The Falco's max attainable level speed -1.0 is always its combat cruise speed regardless of altitude or load. Structurally robust, stressed to 14G, therefore no risk of wing spar damage for ET turns (unless spar damaged by combat, then normal rules apply). No radios. No landing flaps. Fire extinguisher in engine which may be discharged once in event of engine fire (+3 to next "fire" die roll). Some 1939 models delivered with one 12.7mm and one 7.7mm gun. Use N2 in () and firepower totals after slash.
- **Fiat C.R.42C.B.:** Spring 1942 fighter-bomber variant having stations 1 and 2 for a 110lb. or 220lb. bomb each (most converted from existing C.R.42s).
- **Fiat C.R.42C.N.:** October 1941 night-fighter variant with exhaust dampers, a radio, and search lights on stations 1 and 2 (see scenario rules for effects).

Macchi C.200C.B. "Saetta"

A/C Type: Short Range Fighter-Bomber
 Engine(s): One Fiat A.74 RC.38, No F.I.
 Eng. Pwr: 740-870HP Radial, Air Cooled
 A/C Crew: Pilot

Maximum Speed: 312 MPH at 14,800
 Maximum Ceiling: 29,200 / 24,500 / NA Feet

Defense Factor: 5 Size Modifier: +0
 Damage Factor: 7 / 11 Endurance: 75
 Cockpit View: Good Blind Area: Rear

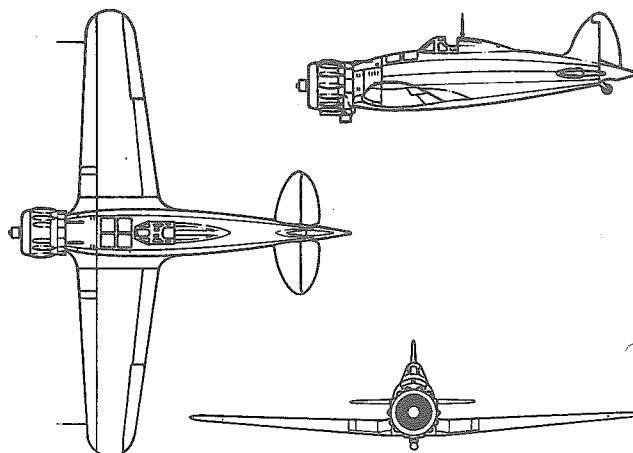
Protection: Cockpit +1 Fuel +1 Engine +0

Climb Decel / Dive Accel: 3.0 / 1.0
 Weight and Load Limit: 710 / 2 - NA

Wpn. Stations	Weight	Allowed Loads
1, 3	355	Bombs, Fuel Tanks
2	280	Fuel Tank

Country: Italy

Service Entry Date: February 1942



Class: F

Victory Points: 3 - 6

AIRCRAFT PERFORMANCE CHART

Altitude Levels	Band	Minimum Speed	Maximum Speed	Maximum Dive Spd.	Min. TT (2)	Min. HT (3)	Min. BT (4)	Min. ET (5)	Altitude Band	Levels	Average Rate Of Climb
43+	UH	—	—	—	—	—	—	—	UH	43+	—
37 - 42	EH	—	—	—	—	—	—	—	EH	37 - 42	—
31 - 36	VH	—	—	—	—	—	—	—	VH	31 - 36	—
25 - 30	HI	2.5	5.0	10.0	3.0	5.0	5.5	6.5	HI	25 - 30	900
19 - 24	MH	2.0	5.5	11.0	3.0	4.5	5.0	6.0	MH	19 - 24	1800
13 - 18	ML	2.0	6.0	11.5	2.5	4.0	4.5	5.5	ML	13 - 18	2600
7 - 12	LO	1.5	6.0	11.0	2.5	3.5	4.0	5.0	LO	7 - 12	2800
1 - 6	VL	1.5	5.5	10.0	2.0	3.0	3.5	4.5	VL	1 - 6	3200

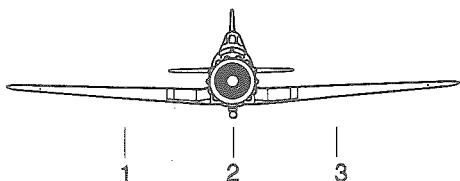
FIRE POWER CHART

Guns	Type Weapons	Ammo	Criticals
N1	One 12.7mm Breda S.	18	3
N2	One 12.7mm Breda S.	18	3
(W1)	One 7.7mm Breda S.	18	4
(W2)	One 7.7mm Breda S.	18	4

GUN ATTACK FACTORS

Range	N1	N2	(W1)	(W2)	(Total)
0	7	7	5	5	14 / 24
1	5	5	4	4	10 / 18
2	4	4	2	2	8 / 12
3	3	3	1	1	6 / 8
4	2	2	1	1	4 / 6
5	1	1	1	1	2 / 4
6	1	1	—	—	2 / —
7	—	—	—	—	—

WEAPON STATIONS DIAGRAM



POWER VERSUS SPEED CHART

Levels	Band	1.0 - 4.5	5.0 - 7.5	8.0 - 9.5	10.0 +	Band
43+	UH	—	—	—	—	UH
37 - 42	EH	—	—	—	—	EH
31 - 36	VH	—	—	—	—	VH
25 - 30	HI	3 / 4	1 / 2	—	—	HI
19 - 24	MH	5 / 6	2 / 3	—	—	MH
13 - 18	ML	6 / 7	3 / 4	—	—	ML
7 - 12	LO	7 / 8	4 / 5	—	—	LO
1 - 6	VL	7 / 8	4 / 5	—	—	VL
Banking FPs:		1	1	3	5	
Side Slip FPs:		2	3	5	7	

NOTES AND VARIANTS:

• **Macchi C.200C.B.:** Stations 1 and 3 may each carry four 33lb. light bombs, one larger bomb, or one 22g or 33g drop tank. Station 2 may carry a non-jettisonable 33g ventral tank. (Fuel tank data: 33g weight=280, load=2.0/1.5, +20 endurance, 22g weight=220, load=1.0/1.5, +13 endurance).

• **Macchi C.200C.B. (4-gun model):** Mid-1942 version with two 7.7mm Breda guns added in wings. Add weapons W1 & W2 and use total firepower after slash. Reduce all power nos. by 1 (but not <1). All else as standard C.B.

• **Macchi C.200A.S.:** Mid-1940 version for African theater. As standard C.B. except stations 1 & 3 may not carry bombs and V.P.s = 2 - 6. Early production "Saettas" (November 1939+): As A.S. model except cockpit prot.= +0 and stations 1 and 3 were not fitted.

Borodino '41

Briefing

BY JACK RADY

Usually history is made by masses of people, not by a few leaders, no matter what they teach you in school. The actions of thousands and hundreds of thousands of officers and soldiers produce the results for much the generals take credit for. But sometimes...

One of those times came up at the end of the second week of October, 1941. Fascism was in full flood tide, with Britain isolated on her island while in North Africa Rommel sat at the Egyptian border and surrounded Tobruk. America's entry into the war was two months away, and first serious actions against the German ground forces more than a year in the future. Now, however, the Second World War seemed well on the way to being lost.

In the first days of October the Germans launched their planned assault to finish off the Soviet Union. Three armies and three panzer groups drove on Moscow. The first part of the operation went according to schedule, with the Western, Reserve and most of Bryansk Fronts surrounded almost before STAVKA could figure out what was happening. Reinforcements were hastily summoned from as far away as the Pacific Coast of the USSR but as the second week of October started there was practically nothing in the Germans way to Moscow.

The surrounded armies were fighting for their lives, struggling to fend off the Germans, deny them the important towns and roads, and to break out of their clutches and reunite with the rest of the Red Army. Some made it out, but most did not. But their efforts were holding the attention of the German infantry on the West side of the pockets and the mobile forces that had penetrated behind them.

Only on October 9th could the XXXX Panzerkorps begin to peel motorized formations off the back of the pocket around Vyazma-Gzhatsk and start advancing again towards Moscow. The first unit tapped for the exploitation role was the veteran SS "Das Reich" Motorized Infantry Division, reinforced by the tanks of 10th Panzer. The rest of 10th Panzer was to disengage from around Gzhatsk in the next few days and follow the SS men up the highway.

"The highway." In a country notoriously short on well paved roads, this was the

highway. It ran from Warsaw to Minsk through the Yartsevo Heights above Smolensk to Moscow, paved, drained, and seemingly undefended. The SS were ordered to drive to Dorochovo, halfway between Gzhatsk and Moscow. In another easy day's drive they might be in Red Square.

But that didn't happen. First two newly created tank brigades were sent rolling down the highway and the road north of it. Through a series of ambushes they delayed the SS and 10th Panzer Divisions for four days, but were mostly destroyed in the process. Then on October 13th the Germans reached the Mozhaish Defense Line. Just in time, the 32nd Rifle Division, a unit with battle experience from Lake Khasan in the far east fighting the Japanese, had reached the line, on non-stop trains from Vladivostok. Built on the generous pre-war TOE, reinforced with half the antitank guns available in STAVKA, bolstered with scratch forces (tanks without engines dragged into position), a commissar school, and ultimately two more tank brigades, the 32nd was mostly in position to meet the first German attack on the old Borodino battlefield.

Like Kutuzov, General Lelyushenko had to keep part of his forces on his right to rest his flank on the Moscow River. Unlike Napoleon, the Germans concentrated to their right, directly up the highway. The first day's four assaults were beaten off. On the 14th of October, preceded by heavy airstrikes, the SS broke through. Verkhne Yelnya fell, then Artemki. The Mozhaish Defense Line was breached, and as SS Obergruppenfuhrer Paul Hauser's regiments prepared to drive on, there seemed to be nothing to stop them.

Hurrying from their trains at the Mozhaish Station, came the reconnaissance battalion of the 32nd Rifle Division. Supported by a battalion of the howitzer regiment, plus remnants of the 17th Rifle Rgt. and commissar's school, this scratch force, under the command of Lt. Col. Vorobiev, threw the Germans out of Artemki back to their starting line. Here this dwindling band of men would fight for the next four days, covering the approach to Moscow with their bodies while distant divisions rushed to build a new line behind them. In the fighting the town of Artemki changed hands *nine* times, finally failing on the 18th after an intensive German airstrike.

The game, *Borodino '41*, gives you a chance to recreate or change history. As the Soviets, can you keep the Germans from advancing down the highway towards Moscow? You have a fortified line, one tough division plus supporting arms. You must decide where the German is headed and reinforce the troops in front of his spearhead. Since he plays his units face down until contact, and has some dummies, this is difficult. You can't afford to let him flank you out of your strong fortifications. If you don't defend the road, he may simply blow through your most vital sector. Remember, Russia is vast but Moscow is behind you. You can't afford to let them pass.

As the Germans you must keep the initiative. That means you must attack, attack, attack. The clock is running against you. You have some very powerful units, but with only two regiments of the SS "Das Reich" Division in fighting shape, and the 10th Panzer having only four battalions of good infantry, you only have ten infantry battalions altogether. Add that to your eight tank companies and you realize that your force is not big enough to support more than two main thrusts at the most.

The unique turn structure provides more movement points to the player who maintains the initiative, and allows successful attacks to be followed up, seizing good defensive ground before the defender can garrison it. But beware of foolhardy attacks launched only to keep the initiative. If you use your precious assets in wasteful attacks against strong positions you will find yourself without the means to accomplish your mission.

The combat system allows a lot of fire before you get to close with grenades and the bayonet, and here the Germans are in for an unpleasant surprise, as their historical counterparts were. After bagging the bulk of the Soviet armies defending Moscow, the Germans thought that they could simply roll over anything left over that got in their way. Many wargamers, overly influenced by the prevalence of German memoirs and point of view found in wargames and easily available history books, would assume that a Soviet rifle division attacked by a panzer division and SS motorized division in the fall of 1941 should be overrun in short order. Like their historical counterparts, these folks are in for a revelation. Enjoy.

Borodino '41

The Missing Stuff

BY JACK RADY

Editor's Note: In addition to this errata, a few copies of Borodino '41 got out the door without the Turn Record Track. We've reproduced it on the page opposite.

Game Scale:

A hex is around 800 meters, 5 to 6 impulses equal one day, and one strength point is equal to 100 men, 5 to 6 tanks, or 6 guns.

The Roster Sheets:

On the German roster sheet, the AT batteries of both divisions have 4 boxes; all should have 2. The Nebelwerfer battalions listed on the roster sheets as 107mm are 100mm, as on the counters. The roster sheet lists the 20mm and 88mm batteries of both battalions of the 7th flak in reverse order, so that the 1, 2, and 3 of the 1/7 are 88s and the 4 and 5 are 20s. Likewise, the 1 and 2 of the II/26 should be 88mm, the 3 should be 20mm. The counters are correct.

The Orders of Appearance:

The Soviet Order of Appearance does not list the flame thrower co. of the 32nd. It should arrive with the Div HQ on Oct. 12th.

On the German Order of Appearance the I/1/67 should be the II/67, the III/86 should be the 86/10 HQ, the I/1/90 is the II/90, and the 1/I/90 is the III/90. The 86/10 HQ should appear on Oct 12, II/61 should appear on Oct 11, DR/SS artillery HQ on Oct 12, 90/10 Pz artillery HQ on Oct 13, III/90 artillery on Oct 13, 2 and 3 of the 90 AT battalion on Oct 12, 1/90 AT on Oct 13.

The Charts:

The Morale vs. Assault column entry on the Terrain Fire Effects Table for Fortifications, should also read -2 (not -1) for assaulting the flank of a fortification.

The Countermix:

There should not be parentheses on the range of the Pzkwfw IIIs.

The Soviet regimental headquarters (found low down on the counter sheet) is the 322/32.

There should be a 59 AA Regt., not a 54.

Rather than using symbols for Foxholes and Trenches, COA chose to use words on the counters, words being Foxholes and Dug In. The latter is the same as Trenches.

The Soviet "12 Rec/32" mcycl co is not in the Soviet OB, and its presence gives the 32nd Rifle Div 32 units rather than 31. Likewise,

the OB and roster list a 465th Eng Bn, while the counter and Order of Appearance list a 467th. The latter is correct.

The German 10th Pz Div has 35, not 33 units. The heavy artillery battalion is the 637th, not the 627th as the counter says. The 20mm AA by of II/26 should be the 3/II/26. The 3/93 Lt Flak should have a strength of 2-2-2, not 2-1-(1) as printed. The counter reads I/61, the OB says II/AR 1, the roster sheet indicates II/AR 61. It is II/61, a motz 105mm bn.

Note that the guns with the 509th AT battalion are 85mm antiaircraft guns, not 85mm AT guns that were not available for several years. Big guns, on turntable mountings, without gunshields. They somehow managed to breakout of the encirclement at Vyazma.

The Rules

Section 3: The "how to read counters" shows a GW 38 and a SIG with the same silhouette. In the game we see only one such unit anyway, the SIG company of 10th Panzer. A 150mm infantry gun (howitzer) mounted on a Pzkwfw I chassis. The GW 38 was made later using the chassis of a Czech Pzkwfw 38 (t).

Section 4: The game starts with a special Soviet full impulse representing their retreat the night before. The Soviet player may not use this movement to create field fortifications of any kind. They must end their movement at least five hexes from the western board edge.

Section 5: In the historical weather it lists cloudy weather and snow at night. Neither of these have any game significance.

Section 6: Better results can be achieved by using a D6 rather than a D10 when determining the initiative and initiative challenge. Player's option. This will give the bidding of assaults more influence on the initiative.

Section 7: No, the Germans do not have to spend the whole game in their trucks. Motorized infantry and engineers may move as leg units, either make dismount markers or use pennies, or simply declare when they are moving on foot and when on wheels.

Movement point costs for different terrain are cumulative.

Units may enter column on a fire trail. Units must be in column to cross a ford.

Units exiting column pay for the road/railway into the hex plus the normal cost of terrain.

Section 9: Ignore the references to antitank ditches. There are none in the game. There were indeed some on the battlefield, but they do not seem to have had much influence on the battle.

Fortifications printed on the map effect all hexsides they face, no matter how many.

The Redoubt and Fleches are treated like other fortifications.

Section 11: The rules state that you remove dummies from the board at the instant they become visible, and also that you can assault them. Of course if you move adjacent they become visible immediately. If a dummy is in any kind of terrain that provides cover, ie. woods, village, town, fortifications, etc., and a unit moves adjacent so that the dummy would be revealed, the dummy is removed only during combat resolution or at the end of the following combat phase. Thus if a dummy is in a woods blocking a road, an enemy unit can move adjacent to it and then try to move through it thinking it to be a dummy. When the enemy attempts to do this the dummy is revealed and removed. Alternately if the enemy decided to assault the suspected dummy, the dummy would be revealed and removed when the assault was resolved, allowing the attacker to advance and reorient his marker to assault some other possible target. Thirdly, if the attacker merely moved adjacent and decided not to attack, the dummy would be revealed and removed at the end of the combat phase.

Hills always block line of sight.

Section 12: There is no counterbattery fire in this game, although air strikes may be directed against enemy artillery.

G stands for Gun (cannon), the Soviet regiment of heavy cannon, the 572nd, have a range of 20 hexes, as does the German battalion of heavy howitzers. Both battalions can engage in ZOC fire, although if they are that close to enemy units they are probably in deep trouble.

The German rocket platoon of the 10th Panzer's engineer battalion can only engage in direct fire.

A second suppression result on an already suppressed unit disrupts it instead.

HQs can never assault.

Time Record Chart

	A.M.	P.M.	Night
11 October	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12 October	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13 October	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14 October	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15 October	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16 October	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17 October	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18 October	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Note: All reinforcements arrive in the A.M. Impulse



*"If only battlefields were checker boards
of logic, instead of fields of chance."*

-- Thomas Wolfe

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